OVER 1000 TIPS! 46 REVIEWS

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GameMaster

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GAMECUBE

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All the titles that matter live and direct from the greatest games show on Earth!

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Everything you'll be playing for the next year is in this issue of GamesMaster!

PLAYSTATION 2

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- Stuntman • Metal Gear 2 • SSX Tricky
- Crash Bandicoot • Bond 007 • Silent Hill 2
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- Dead or Alive 3 • Jet Set Radio Future
- Munch's Oddysee • Project Gotham Racing
- Halo • Rayman M • Plus stacks more!

SLAM IT! WWF SMACKDOWN 3!

First ever shots unleashed inside! Just bring it!

GAME BOY ADVANCE

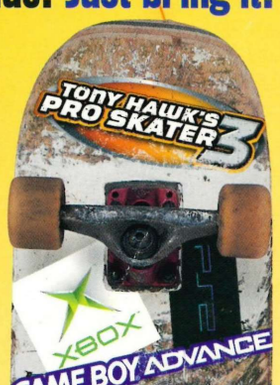
LAUNCH SPECIAL!

- Every UK launch game reviewed!
- Sonic Adventure • Mario Kart

GRIND IT!

TONY HAWK'S PRO SKATER 3

See Tony grind on PS2 and Xbox! Plus GBA Hawk's rated!



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the end

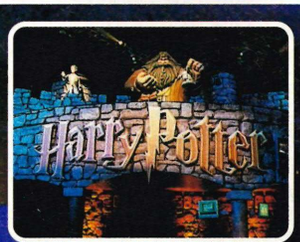
Games Master

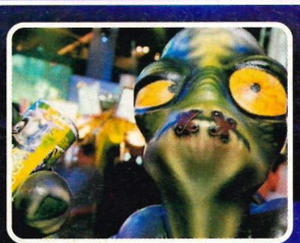
GAMECUBE!

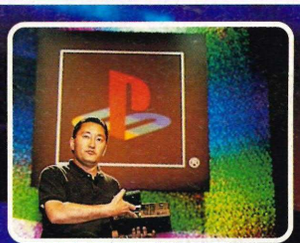
» WE'VE PLAYED IT!

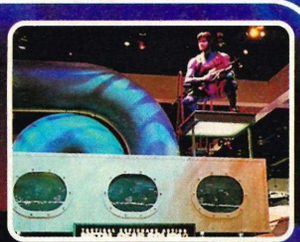
Nintendo picked E3, the biggest games show in the world, to unveil the very first Gamecube games. GM was there to grab a pad and have a play on the best titles on every format. Turn to page 30 for all the info and shots on everything you'll be playing this year and beyond!

THIS WAY FOR THE BEST GAMES ON EVERY FORMAT! FLIP IT AND GET STUCK IN!









Games Master

NOW LOADING...

THE WORLD'S MOST EXCITING GAMES MAG BEGINS...THE WORLD'S MOST EXCITING GAMES MAG

E3: THE GREATEST GAMES SHOW ON EARTH!

Over 700 games were on show and the best of them star in our massive E3 blow out! Plus see the very first Gamecube games in next-gen action!

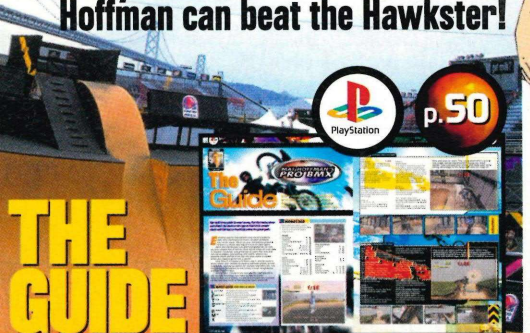
p.30

TONY HAWK

PlayStation p.72

MAT HOFFMAN'S PRO BMX

Tony on two wheels? Find out if Hoffman can beat the Hawkster!



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THE GUIDE

Mat Hoffman's Pro BMX: beaten!

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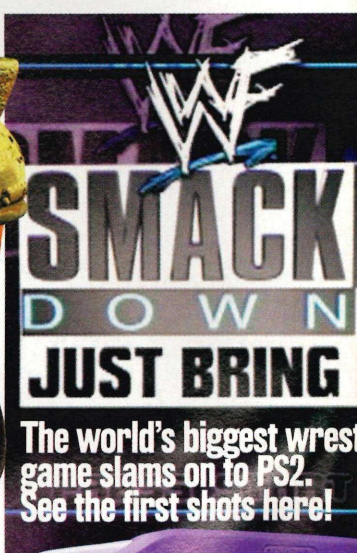
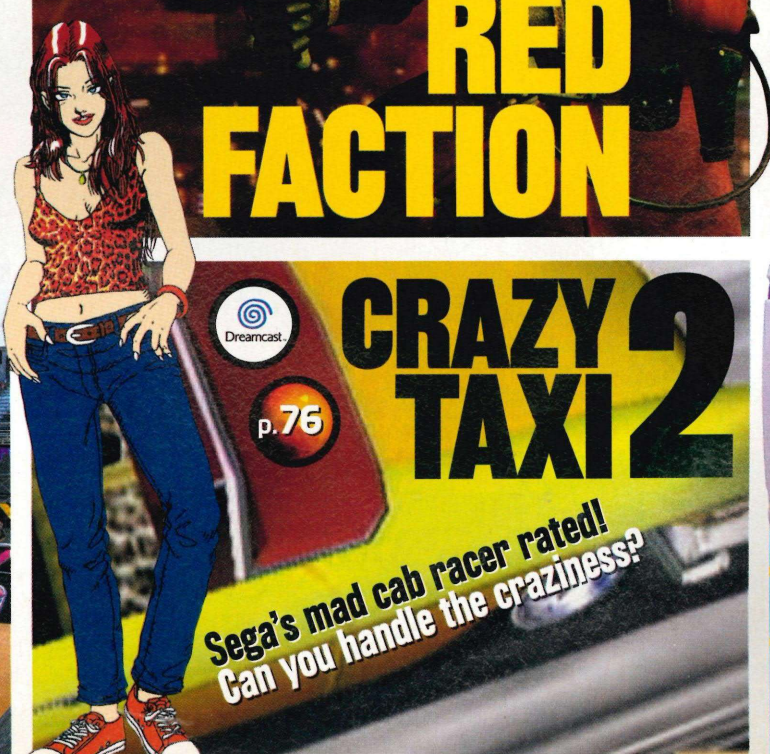
The revolution starts here! It's the best PS2 shooter yet.

RED FACTION



WWF SMACKDOWN JUST BRING

The world's biggest wrest game slams on to PS2. See the first shots here!



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CRAZY TAXI 2

Sega's mad cab racer rated! Can you handle the craziness?

GBA LAUNC GAMES RE

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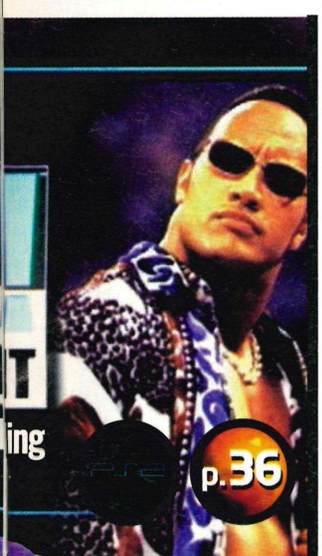

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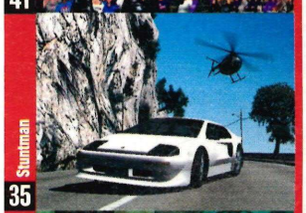

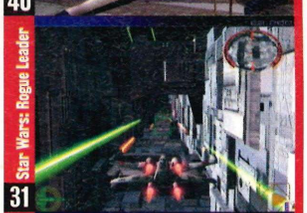

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Games Master

TEAM GM

Who's taking it to the MAX in #109?

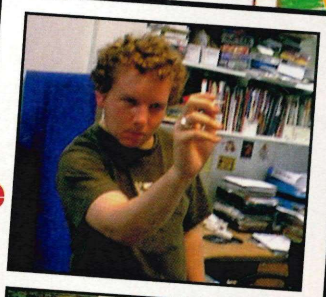
READER of the MONTH!

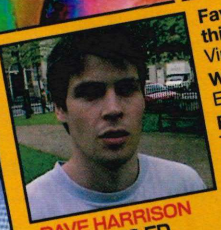
He may not have embraced the whole of gaming but you have to admire Pawl's dedication to ye olde N64. He's got the original format, all the coloured ones, and the new two-toned number as well. And with over 150 games he is well and truly Ninty mental!

PAWL COURTNEY
WE SALUTE YOU

Want to be GM's Reader of the Month? Tell us why you're so special (apart from playing games) and win a game on the format of your choice. Write to the usual address.

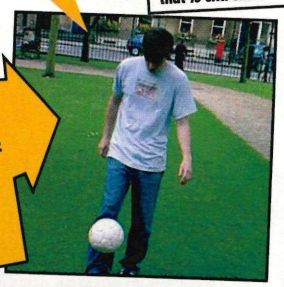
"People think that surfing and bungee jumping are high-risk, scary sports. Well none of them compare to doing keepy-ups in the park." Eh? What's the scruffy pansy talking about now? How's that dangerous? "Well I should be in work now – if Robin finds out he'll kill me!" Wow, now that *is* extreme!



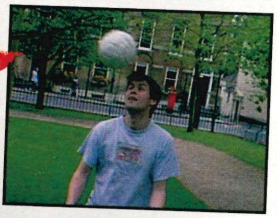


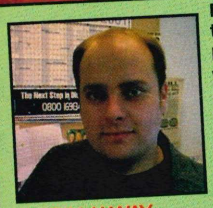
Fave game this month: Virtual Kasparov
Worst game: Evil Dead
Bestest thing at E3: The pretty colours
Favourite horse: Silver

DAVE HARRISON
FEATURES ED



Tom loves extreme sports and embraces danger at every opportunity. Look how he manages to twist a simple game of darts into a game of risk and daring... every time Tom throws a dart Ollie has a chance of losing an eye. As Tom says, "No pain, no gain!"

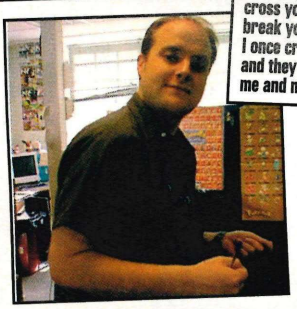


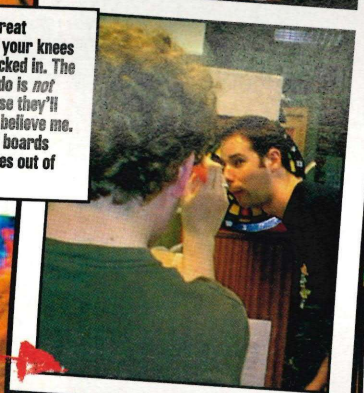


Fave game this month: Mario Advance
Worst game: Gilbert Goodmate
Bestest thing at E3: Rogue Leader
Favourite horse: Boxer (from *Animal Farm* – the George Orwell version)

ROBIN ALWAY
EDITOR

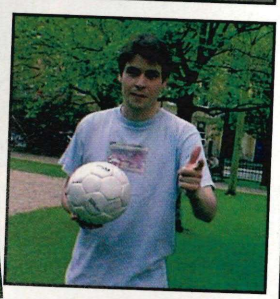
"The secret to being a great extreme skier is to keep your knees bent and your elbows tucked in. The most important thing to do is *not* cross your skis, otherwise they'll break your legs. Oh yes, believe me. I once crossed some surf boards and they beat seven shades out of me and nicked my car."



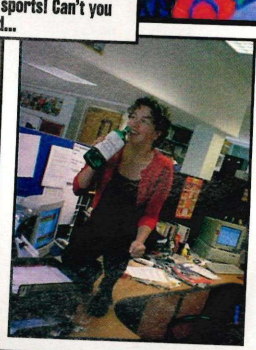


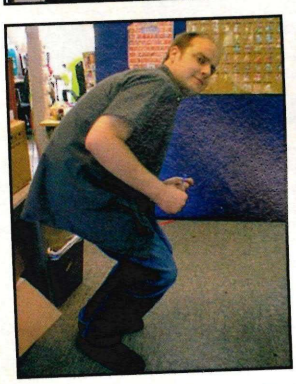
Fave game this month: Red Faction
Worst game: GT Championship
Bestest thing at E3: Munch's Oddysee
Least Favourite Horse: Dobbin from Renta-Ghost

NICOLA KNEALE
PRODUCTION EDITOR



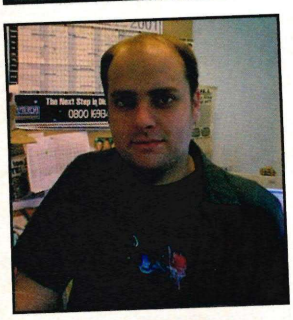
On the pop again are we Nicola? We're supposed to be doing extreme sports, not falling off the wagon. "I am doing extreme sports! Can't you tell!? I'm on the piste!" Indeed...

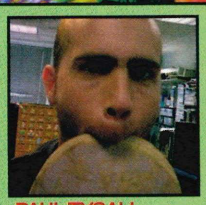




Fave game this month: Operation Flashpoint
Worst game: Gilbert Goodmate
Bestest thing at E3: Rogue Leader
Favourite horse: Champion (the wonder horse)

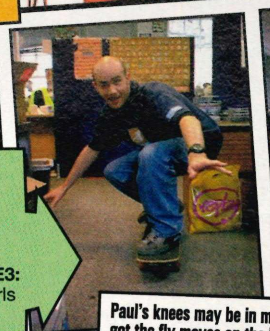
TOM EAST
DEPUTY EDITOR

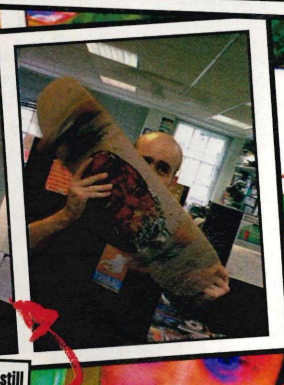




Fave game this month: Formula One 2001
Worst game: Pinobee
Bestest thing at E3: The pretty showgirls
Favourite horse: Mr Ed

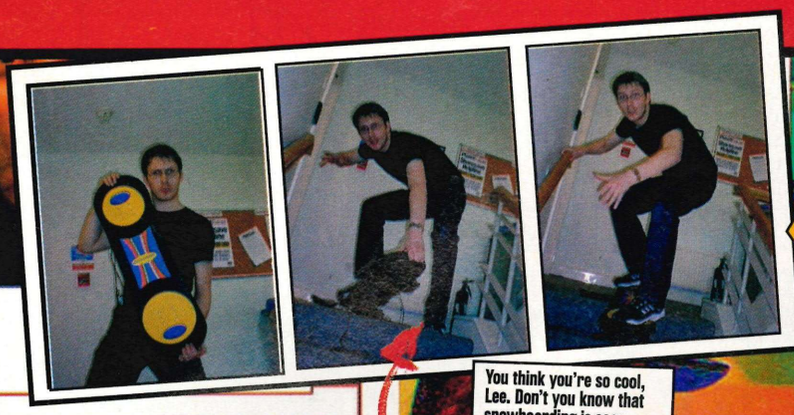
PAUL TYSALL
ART EDITOR





Paul's knees may be in more pieces than Indonesia but he's still got the fly moves on the 'rolling plank'. Shows us your Nose Grind, Paul! "My word that chafes!" Yeah, you're cool...

TEAM OM



You think you're so cool, Lee. Don't you know that snowboarding is sooo yesterday? It used to be cool but now it's just going downhill... Anyway, take my wife...

LEE HALL
TIP OF THE CLASS

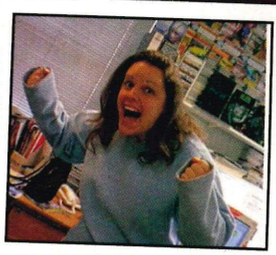
Fave game this month: Mat Hoffman's
Worst game: Caesar's Palace 2000
Bestest thing at E3: Tony Hawk's Pro Skater 3
Favourite horse: The one from *The Godfather*

KIERON GILLEN
REVIEWS

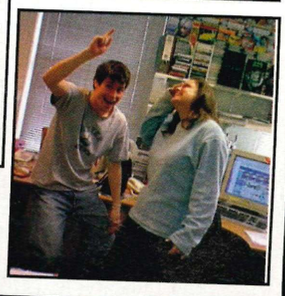
Fave game this month: Startopia
Worst game: Extermination
Bestest thing at E3: Halo
Favourite horse: Black Butty

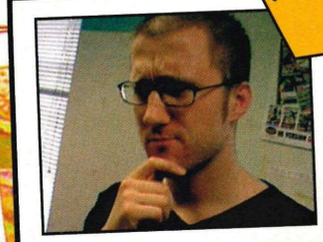
ALI TURNER
DESIGNER

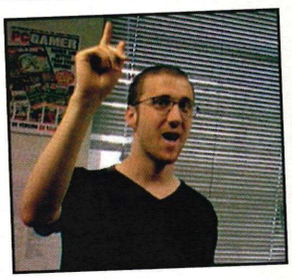
Fave game this month: Power Diggerz
Worst game: The Mummy Returns
Bestest thing at E3: Luigi's Mansion
Favourite horse: Woody's from *Toy Story 2*



"You want the extremist thrill? You want to take it to the max? Well try spinning round on the spot and then go dead fast. Wooo! What a head rush!" "Bagsy me next!" "Sorry Dave, this is for hardcore thrill seekers only. Why don't you try the *Postman Pat* ride outside Sainsbury's."



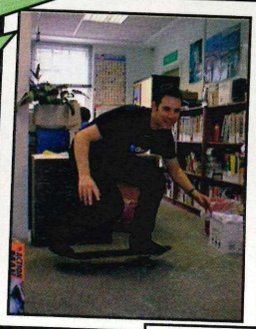


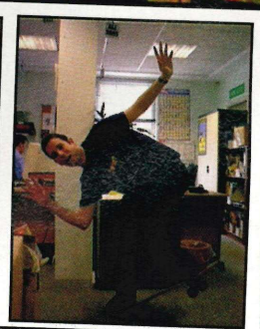


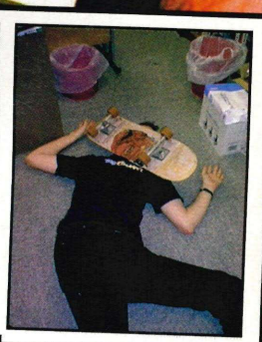
What extreme sport would you like to get involved with then Kieron? "Ooo! I'm not too sure. I don't fancy any of that board stuff. How about something wet and wild?" Ah, like an otter....?

GROLLIE HURLEY
REVIEWS ED

Fave game this month: Mat Hoffman's
Worst game: Caeser's Palace 2000
Bestest thing at E3: Stuntman
Favourite horse: Rhyme 'n' Reason

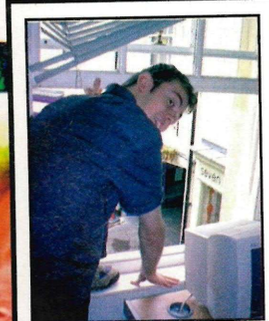


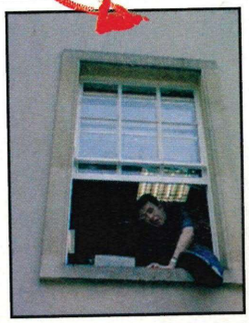


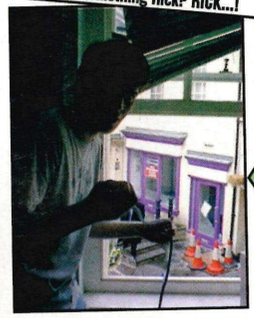


It's really quite ironic that even though he's called Ollie, he can't actually ollie. Strange. If he was called Lanky Flapping Unco-ordianted Fool Hurley then it would make more sense.

"People respect me as an intelligent and entertaining videogames journalist, but not many know that I have a thirst for excitement and danger which I quench by bungee jumping out the office window at lunchtime. Watch me take my adrenaline fix. I'm a junkie!" Shouldn't that rope be attatched to something Rick? RICK...!







RICK MOULTON
ONE OF US

Fave game this month: Gran Turismo 3
Worst game: The Mummy Returns (GBC)
Bestest thing at E3: Rogue Leader
Favourite horse: Trigger

HOT NEWS

THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGE: ...THE BI

NINTENDO STRIKES BACK!

First look at Gamecube in action!

Great news for all those saving for Gamecube: Ninty's new console will probably cost less than £200 when released here in Spring 2002.

In an announcement that stunned Sony and Microsoft, Nintendo revealed that American gamers will be able to pick up a Gamecube for $199 when it's released in the US on 5 March. That means it will almost certainly be £199 in the UK.

You won't have to pay £50 for a new Nintendo game any more either. You'll only have to part with £35 for a copy of *Super Smash Bros Melee*, which was one of the 11 playable Gamecube titles we saw at huge US games show, E3.

At Nintendo's E3 conference, Satoru Iwata, Head of Product Development, outlined that success of Gamecube would be down to what he called the Nintendo Difference. This comprises of four disciplines that make Ninty special: innovation, quality, characters and heritage. Snappy! But surely their most valuable asset is Shigeru Miyamoto – the best games developer in the world! He was at the party with a demo of *Luigi's Mansion*.

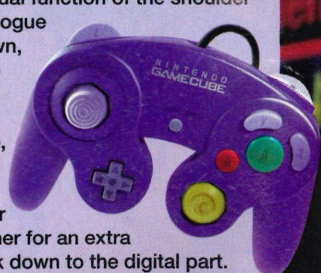
The game started with Luigi pottering round a haunted house, stunning ghosts with torches and sucking them up with a hoover. And then... well that was it. Not exactly the Earth-shattering experience we'd hoped for. But what it did reveal was the quality of graphics. And they're special.

The only bummer was that there wasn't a new *Mario* game on display. We'll have to wait for Nintendo's Space World show in August for that and Zelda. Still, as you'll see in our E3 special (p. 30), Ninty already have a lot to shout about.

Shigsy himself was on hand to show off Gamecube, Luigi's Mansion and his surprise new game – Pikmin! Go Shigs!

The controller!

Gamecube's pad has been tweaked since first revealed. The B button – originally kidney shaped and green – is now circular and red. The other treat was discovering the dual function of the shoulder buttons. Both are analogue and can be eased down, but when you can't go any further the button clicks down. In *Rogue Squadron* for instance, you accelerate with the analogue function and then, to bring your X-Wing's wings together for an extra speed boost, you click down to the digital part.



The games!

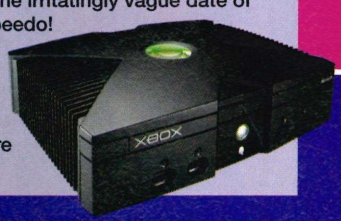
Here's a full list of confirmed Gamecube games so far:

• Area 51 • Star Wars: Rogue Leader • NFL Blitz • Turok Evolution • Mortal Kombat • Donkey Kong Racing • Kameo: Elements of Power • Red Card Soccer • Star Fox Adventures: Dinosaur Planet • Animal Forest • Crouching Tiger, Hidden Dragon • Dave Mirra Freestyle BMX 2 • Duke Nukem Forever • Eternal Darkness • Golden Sun • Legends of Wrestling • Luigi's Mansion • Madden 2002 • NBA Street • NFL Quarterback Club 2002 • NHL Hitz 20-02 • Phantasy Star Online • Pikmin • Raven Blade • Ricochet Rick • Sgt Cruise • Spider-Man: The Movie • SSX Tricky • Mario Kart • Super Monkey Ball • Super Smash Bros Melee • Tetris Worlds • Virtua Striker 3 • Wave Race Blue Storm •

Head-to-head!

The other big announcement concerned release dates. The Japanese will get theirs' first on 14 September, and the Americans are next with 5 November. This date is just being three days before 8 November – the US launch date of Xbox. Mother of Pearl! What a launch scrap that'll be. Europe, on the other hand has the irritatingly vague date of Spring 2002. Whoopeedo!

Nintendo have stated it will cost $199, so £199 over here, we reckon. (With any luck). More next month.

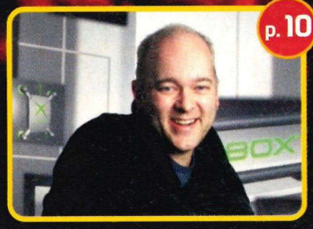


Movie cube!

Nintendo have revealed the existence of a Panasonic-made Gamecube that can play DVDs. It's got a sleek silver finish and four controller ports. While this is all nice and clever, Nintendo have not confirmed a release date or price, and the chances of it reaching the UK are slim. Pretty though.

On the periphery!

Shigsy demoed the Wavebird wireless controller that can be used up to 30 feet away, and confirmed that you will be able to use GBA as a controller. There'll also be a memory card containing 4MB of flash memory; SD-Memory card adapter; 56Kbps V. 90 modem adapter; future broadband adapter and digital cable.



p. 10

XBOX: J ALLARD

We get the world's first look at Xbox's starting sequence during an exclusive interview with the console's main man.

p. 11

DK & BK ON GBA

Diddy Kong and *Banjo Kazooie* head for Game Boy Advance. Uncover all the very latest info on four new Rare GBA games right here!

p. 12

METAL GEAR SOLID 2

Finished the demo? Aching for more? See the latest action screenshots, and catch the plot lines from the brand new *Metal Gear Solid 2* trailer. Ace!

GEST NEWS FIRST..THE BIGGEST NEWS FIRST..THE BIGGEST NEWS FIRST..THE BIGGEST

» Sony fights back with net access and hard drive!

HARD WAR!

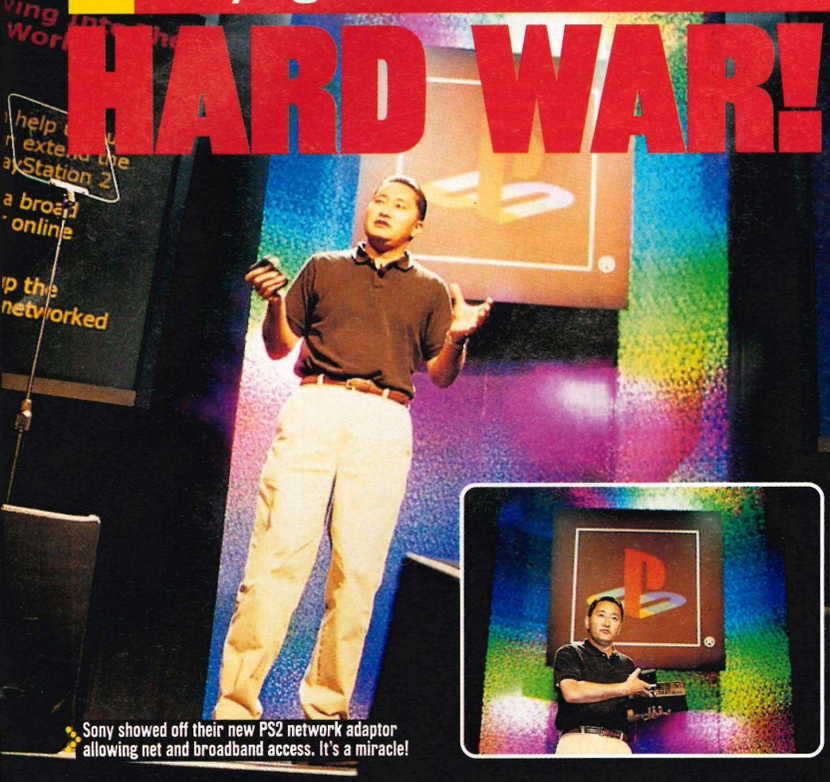
PlayStation 2 will be online by autumn this year. This was just one of a number of big announcements from Sony at E3 that ensured they stole much of Nintendo's and Microsoft's thunder of unveiling brand new consoles.

A clever new network adaptor box will allow PS2 to connect to both broadband and phone lines, meaning that you'll be able to connect to the internet and send e-mails, along with whatever broadband has to offer when it finally kicks off. All this for around a mere 40 notes!

In addition, there'll be a desktop LCD screen, keyboard and mouse for that full-on internet experience. Also due this autumn is the previously-announced PS2 hard drive and a headset that will allow you to talk to other players during online games. Blimey.

Of course, Sony haven't forgotten that PS2 isn't actually a games console but is, rather, an interactive home entertainment unit (or something), with the much-anticipated official DVD remote control expected to hit these 'ere shores in October, priced at £20.

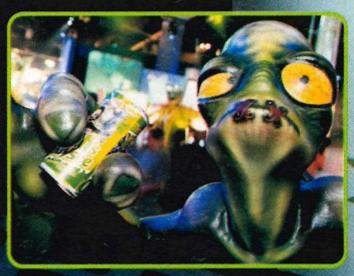
In addition to all this hardware-related excitement, there were 100 new PS2 games unveiled at the show. Turn to page 30 now for our complete coverage of E3.



Sony showed off their new PS2 network adaptor allowing net and broadband access. It's a miracle!

THE DREAMCAST IS OFFICIALLY SOLD OUT IN JAPAN (SNIFF)!

XBOX LAUNCH PLANS!



» US release date announced!

At a special pre-E3 Xbox event, Microsoft announced that Xbox will be released in America on November 8th, costing $299.

This means you'll probably have to shell out £300 when Xbox is released in Europe in Spring 2002.

There will be around 16-20 games on US shelves on November 8th, but there were over 80 Xbox games on display at E3. While many of these were games we'd already seen (*Halo*, *Munch's Oddysee*), Microsoft also announced some exclusive big hitters. The game of the new Steven Spielberg film, *AI*, will only be on Xbox, as will *Dead or Alive 3* and *Dino Crisis 3*.

Microsoft went on to reveal their online plans for Xbox. Unlike PS2 you won't be able to plug a mouse and keyboard in and email your mates, nor will you be able to check out your favourite sites on a monitor. But you will be able to buy a pair of Xbox headphones and chat to your team-mates while playing one of Sega's four online sports games (more over the page). Other games with online capabilities include *Tony Hawk's Pro Skater X*, *Unreal Championship*, and *Tom Clancy's Ghost Recon*.

There will be 600,000 Xboxes on US shelves on November 8th, and Microsoft hope to sell over 1,000,000 machines in America by the end of the year.

With a line up as strong as this to boast of, we're not going to argue with them.

SCANDAL MONGER

EA GO ONLINE

EA are planning to take over online gaming! They announced a huge list of online games at E3, including big hitters like *FIFA* and *Knockout Kings*. Also on the way to the web are *Nascar Web Racing*, *Sims Online*, *Motor City Online*, *C&C Yuri's Revenge*, and *Ultima Online*.

FANCY KOMBAT TROUSERS

One of the most successful beat-'em-up series ever is set for a return. Midway's *Mortal Kombat* is to be relaunched for Xbox and PS2. Despite being the fifth in the series it will simply be called *Mortal Kombat* 'to suggest rebirth'.

NICE SHEATH

The Xbox will be receiving it's own version of swipe 'n' slice survival horror. This new version, entitled *Genma Onimusha*, will have as yet undisclosed enhancements, and will be the third Capcom game for Xbox along with robot sim *Brainbox* and *Dino Crisis 3*.

TOYEEEEE!

Microsoft have signed a deal with Universal Interactive which gives them exclusive rights to publish games featuring Bruce Lee. The first Xbox title will be *Bruce Lee: Quest of the Dragon* – a 'cinematic, fast-paced action game'.

GBA DNA

Konami are releasing three *Jurassic Park 3* games on GBA. *Jurassic Park: Park Builder* is a *Theme Park*-style sim, *Primal Fear* is an adventure where you set dinosaur traps, and *DNA Factor* is a side-scrolling adventure with lots of puzzles to solve.

EVERYONE'S A WINNER!

Sega impress with multi-format E3 line-up!

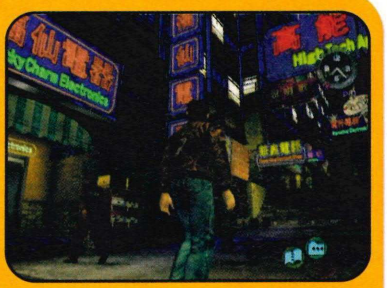
Sega used E3 to prove that even though they've dropped out of the hardware market they're still one of the most vital brands in gaming, with a host of titles for PS2, Xbox, Gamecube, Game Boy Advance and Dreamcast.

Sega are currently developing 10 titles for Gamecube. The three that were announced at E3 were the underwhelming *Virtua Striker 2002* and simian puzzler *Super Monkey Ball*, both from Amusement Vision, along with a surprise conversion of *Phantasy Star Online*.

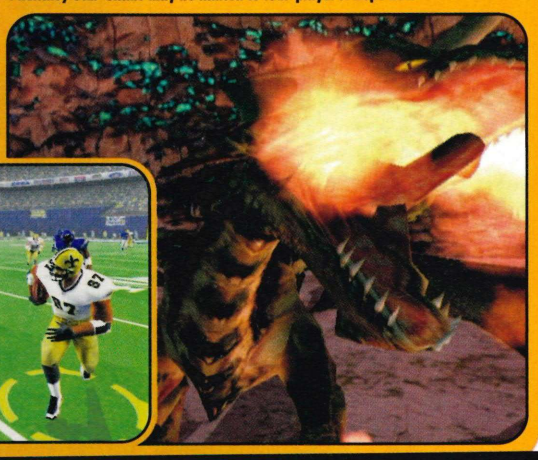
Also on a Sonic bent is *Sonic the Hedgehog Advance* for GBA, expected by the end of the year. If the Neo Geo Pocket version of *Sonic* was anything to go by, this'll be great.

In news that's appealing to American sports fans, Sega announced a slew of new titles, including *NFL 2K2* and *NBA 2K2* for DC, PS2 and Xbox. More appealing to us Brits are *Virtua Fighter 4* and *K-Project* – inspired by *Space Channel 5* – on PS2, and *Jet Set Radio Future, Gun Valkyrie, Sega GT, House of the Dead 3* and *Crazy Taxi Next* (*Crazy Taxi 1.5*) for Xbox.

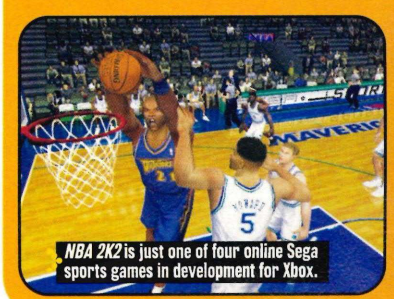
Fear not though DC fans, there's still an impressive array of first-party games lined up for the rest of the year, including *Shenmue 2, Sonic Adventure 2* (see review next issue), *Alien Front, Sega Bass Fishing 2* and, the one we've all been waiting, for *Tennis 2K2* – the sequel to the astounding *Virtua Tennis*. Don't chuck out that DC yet!



Don't forget about Dreamcast! Sega may be making games for other consoles now, but there are still some good DC games on the way. *Shenmue 2* looks ace!

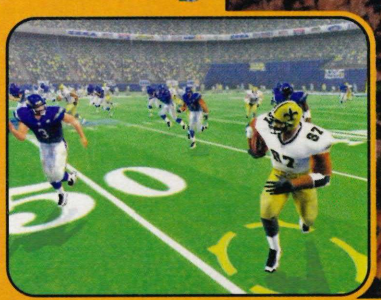


Ninty haven't confirmed their online plans yet, so the Gamecube version of *Phantasy Star Online* may be limited to four players. Hope not!



***NBA 2K2* is just one of four online Sega sports games in development for Xbox.**

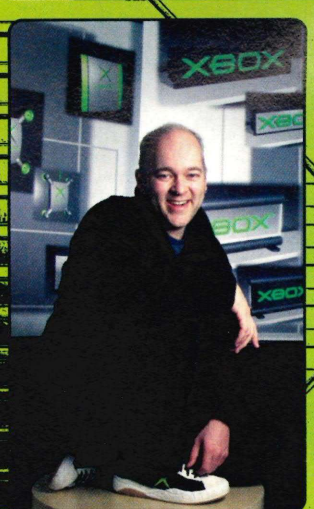
Fun arcade game *Super Monkey Ball* is heading for Ninty's new Gamecube.



FINAL FANTASY 11, THE FIRST FF ONLINE, IS DUE IN MARCH 2002!

X-BOX STARTS UP

J Allard shows GM the green light! It works, dammit!



J Allard, Xbox mastermind showed GM what the big M's machine can do.

GM was lucky enough to be among the first set of eyes in the world to see a finished Xbox start up!

At a behind-closed-doors meeting, we put questions to Xbox main man J Allard before seeing it fire up:

• **GM:** So $299 for 8 November. Are you happy?

J: Totally. A million units will be out there. We want a consistent flow. And with software. We'll start with 12-20 launch games but then every week we'll have another three or four titles. Ideally, we'll have a title every week that people are excited by. We're going to keep gamers buzzing!

• **GM:** What about Sony's online plans?

J: We talked to the gamers and asked about surfing the web and downloading stuff. We also said you can play *F1* online and everyone can play a different car on the track. When they made a choice they went with the games. So Sony's strategy is different to what gamers told us.

Then came the long awaited switching-on. With a 'Three, two, one!',J hit start. Immeadiately the green Xbox logo appeared. A line then moves from the centre of the logo to the edges. But what about the important start up sound? "We're not sure yet". How about some guitar? "It's not going to be a big Power chord! Maybe we could do a different one for each territory. A big gong for Japan. A power chord for America and in Europe we could do Kraftwerk!", Allard joked. J then showed us an update of the original Xbox prototype ping pong ball demo. Only this time with three times as many balls. Impressive stuff.

So that's it. Xbox is finished and we can't wait to get our hands on one.

And after the startlingly quick start-up you can get dive into the likes of *Halo*

DK AND BK ON GBA!

Rare's greatest get the Advance treatment!

At E3, game geniuses Rare unveiled four new titles based on their most popular characters.

Banjo-Kazooie: Grunty's Revenge is a 3D adventure with a plot that revolves around a storyline that fills in events between *Banjo-Kazooie* and its sequel.

Sabre Wulf is a new version of Rare's 8-bit Spectrum classic – a mix of side-scrolling platform action and isometric 3D adventuring.

Diddy Kong Pilot is essentially *Mario Kart* in planes. Expect Story and Battle modes and even a Tilt Motion cartridge that reacts to movement.

Finally, *Donkey Kong: Coconut Crackers* is Rare's take on *Tetris*. *Coconut Crackers* and *Diddy Kong Pilot* should be in the shops before the year's end, but the rest probably won't make it until 2002.

Mario Kart Advance looked great and is out in the US in August.

Also on show was *Wario Land* 4, which looked like more of the same 2D classic platform fun only with vastly improved graphics.

And, while GBA's *Metroid* game wasn't on show, Ninty announced it'll be a sequel, unlike Gamecube's *Metroid Prime* prequel. So, there's loads in the pipeline.

NAMCO HAVE SIX ONLINE GAMES IN DEVELOPMENT!

KEEP THOSE CONSOLES!

Trouble for old 'uns!

Oh no! With E3 being dominated by the next generation consoles, many are suggesting that it could be all over for PSone and N64.

Of the two, it's looking worse for N64. There was only one new game on show at E3: *Tony Hawk's Pro Skater 2*, and it's not even coming out in Britain. This is bad news, but there are still some top games coming out this year. N64 fans can look forward to playing *Pokémon Stadium 2*, *Mario Party 3* and *Paper Mario*. Then there's the brilliant *Excitebike 64*, which is, at long last, due to be released this month

Things are looking better for PSone.There are 65 new PlayStation games on the way, including *Syphon Filter 3*, *Final Fantasy Chronicles*, *FIFA 2002*, *Madden 2002*, *X-Men: Mutant Academy 2*, *Spider-Man: Electros Revenge*, *The Italian Job*, *Commandos 2*, and *Disney's Atlantis*. So hang on to your old consoles, hasty ones.

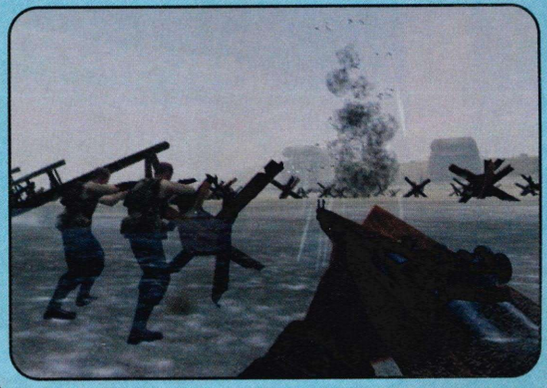
RULES!!

Victory for PC!

Everyone is drooling over Gamecube, Xbox, and PS2 at the mo, but the new games on PC are just as good as those on the next gen consoles.

Heading up the list of top games at E3 was a trio of amazing *Star Wars* games. *Star Wars Galaxies*, an online RPG was the best of the bunch. *Jedi Knight 2* – using the *Quake 3* engine – sounds like a top shooter, and *Star Wars: Galactic Battlegrounds* is a realtime strategy game which spans the entire Star Wars series.

Other beauties include *Medal of Honor: Allied Assault*, *Majestik*, *Republic: The Revolution*, and *Unreal 2*.



SCANDAL MONGER

THE ROCK DUKES IT OUT

Wrestling star The Rock – real name Dwayne (snigger) Johnson – is up for the lead role in the *Duke Nukem* movie. Apparently, following Dwayne's (sorry, The Rock's) role as *The Mummy 2*'s Scorpion King, he was the first choice by producers Dimension Films. He certainly looks the part.

RETURN OF THE CACK

Hugo, one of the PSone's worst ever games, is – amazingly – getting two more sequels. *Hugo: Black Diamond Fever* (released this summer) and *Hugo: The Evil Mirror of Scylla* (out at Xmas) are headed for a PSone, PC and Game Boy Color near you. Be afraid, be very afraid.

PLAY WITH BRITNEY

Oops, it's done it again. After the abysmal *Spice World*, PlayStation plays host to another popstar: Britney Spears. No details of the proposed PS2 game are known, but could it be a dating sim? She never returns our phonecalls.

SOUL'S ON FILM

Joining the growing line of videogames to movies is top weapons-based beat-'em-up *Soul Calibur*. The rumoured $50 million adaptation (not much in movie terms) is due to hit screens next year. We wish time would speed up!

LOVING THE ALIEN

Cuddly extra terrestrial and phone salesman ET is to star in a new game on PS2 and Game Boy Color to coincide with next year's re-release of the classic Spielberg movie, which will feature new scenes and CGI effects.

IS THAT YOU SNAKE?

New MGS2 footage unveiled!

Konami are keeping anticipation levels for *MGS2* at boiling point by releasing new footage.

E3 saw the unveiling of a stunning new video sequence, starting with scenes from the original, followed by a sequence from the *ZOE* demo. The first new stuff involved a character called Fortune who's armed with a huge electric railgun that's capable of blowing holes in the scenery.

The movie stunned, with ceilings collapsing, a truck being slowly wrecked in the cross-fire, and light filling the room as it was destroyed.

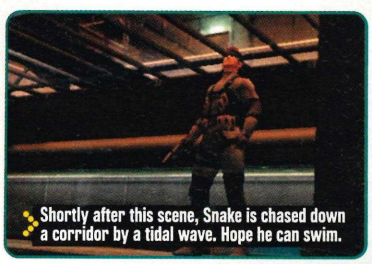
Then the devious Revolver Ocelot slayed someone with a knife, before ordering his troops to seize the bottom part of the ship. Next Snake appeared, only for Ocelot to confuse him by calling him 'brother'. Could Ocelot be the fourth brother (with Solid, Liquid and US President George Sears) in the Snake dynasty?

The footage then skips to the ship's hold filling with water, with Snake wading through it, as Metal Gear Ray bursts out. Snake is then confronted by the Ninja, who is – fact fans take note – wearing a slightly different suit to that seen in the previous game.

The demo ends with Snake being pursued down a corridor by a huge tidal wave, *Indiana Jones*—stylee. As Snake passes the camera, the water splashes the lens before the screen is completely covered by foam from the water. Brilliant.

▼ The latest *MGS2* video shows Revolver Ocelot offing someone with a knife before ordering a small army's worth of troops to attempt to take over the lower part of the ship.

The new footage hints at new twists in the narrative. Is the President himself implicated?



Shortly after this scene, Snake is chased down a corridor by a tidal wave. Hope he can swim.

1080° SNOWBOARDING 2 IS COMING TO GAMECUBE!

BACK TO THE FUTURE

TimeSplitters sequel announced for 2002!

News just in: one of PS2's better launch games, the time-travelling first-person shooter *TimeSplitters* is – unsurprisingly – to get a sequel.

TimeSplitters 2 is being designed by the original team (and ex-Rare programmers) Free Radical Design, who claim the sequel will improve on the original in every way.

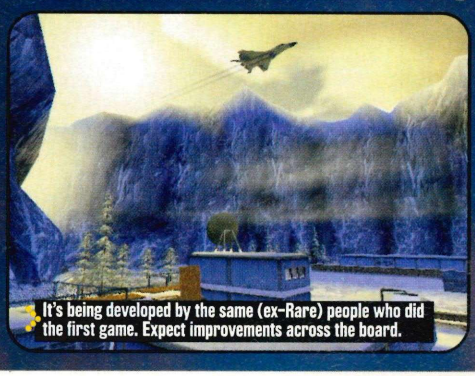
It's only in the very early stages at the moment, but expect a more involving single-player and co-operative Story mode, with an upgraded game engine. Backgrounds will be bigger and better, and special effects will be vastly improved, say publishers Eidos.

The animation, too, has been completely rewritten, incorporating techy wizardry called Inverse Kinematics to create more life-like character movement. Top stuff indeed.

TimeSplitters 2 will retain one of the best-loved aspects of the original, the Map Maker mode, but in an enhanced form that offers more potential for hand-made games. And multi-player matches will now be even better thanks to i-Link support, allowing multiple PS2s to be linked together.

Free Radical Design boss David Doak boasted, "With *TimeSplitters* we were finding our feet. Now we can go to town and show people what we're really capable of. *TimeSplitters 2* will be an exceptional game."

TS2 is not set for release until Spring 2002 but, meanwhile, feast your eyes on these new sketches for a sneak peek of what's to come. It looks like we're off to the Wild West and even the Swinging '60s. Groovy, baby!



It's being developed by the same (ex-Rare) people who did the first game. Expect improvements across the board.

▶ Of the early batch of PS2 titles, *TimeSplitters* stood out as easily being one of the best.

▼ As with the first game, it's a time-travelling first-person shooter. Nice.

WRESTLING FRENZY!

More grapplers than you can slam on a mat!

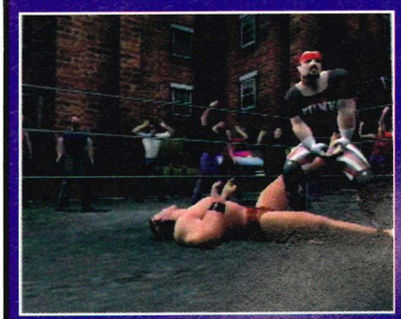
A whole host of new wrestling games are due to hit the shelves of your local gaming bazaar before the end of the year. The biggest of the bunch will no doubt be *WWF Smackdown Just Bring It* for PlayStation – the new name for the game formerly known as *Smackdown 3*.

All of the features we've come to expect from the *Smackdowns* will be there, including around 35-50 current WWF performers (no news yet on whether any WCW wrestlers will be in it), and there'll be almost 70 different match variations, from your standard singles matches to Fatal Four-Way Tables, Ladders, and Chairs title matches. Strewth!

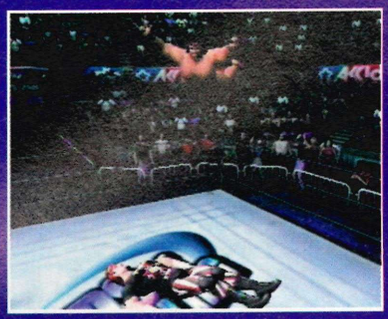
Also heading to a virtual arena near you from THQ will be *Road to WrestleMania* for Game Boy Advance, and the previously announced *WWF Raw is War* for Xbox. Loads to keep fans across all platforms grappling-busy, then.

Road to WrestleMania will feature five modes, six match types and 24 wrestlers. It won't be the only portable WWF game though. *WWF Betrayal* for GBC is an adventure game in which you have to rescue Stephanie McMahon! No mean feat.

Also keep your eyes peeled for the unofficial *Legends of Wrestling* from Acclaim, featuring lots of golden oldies and promising a ton of fun, especially for golden oldies themselves.



▲ *Legends of Wrestling* features old-time wrestlers.



▲ Jimmy Snuka hasn't wrestled for the WWF in years.

NEW *RESI EVIL* PLANNED FOR GBC, STARRING BARRY BUNTON!

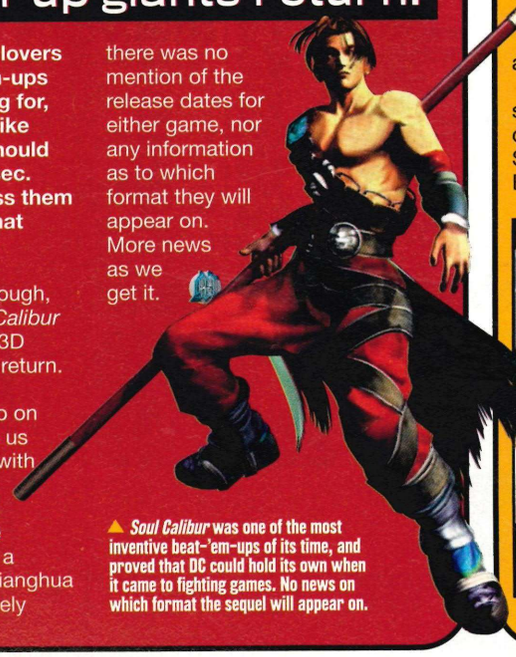
FIST FULL OF NOTHING

Beat-'em-up giants return!

It's the news that lovers of good beat-'em-ups have been waiting for, so all of you who like *Battle Arena Toshinden* should just leave the room for a sec. Namco, and may God bless them for this, have confirmed that *Tekken 4* will definitely be coming out.

And, as if that wasn't enough, there's a follow-up to *Soul Calibur* in its way as well. The best 3D beat-'em-ups are making a return. How cool is that?

Namco had a short video on display at E3 that only gave us glimpses of the characters with sadly, no actual in-game footage, but we recognised Jin, Hworang and of course Heihachi knocking about in a *Tekken* way, and Taki and Xianghua for *Soul Calibur*. Unfortunately there was no mention of the release dates for either game, nor any information as to which format they will appear on. More news as we get it.



▲ *Soul Calibur* was one of the most inventive beat-'em-ups of its time, and proved that DC could hold its own when it came to fighting games. No news on which format the sequel will appear on.

NUTTER

Congratulations to Titus for the worst box design ever!

To capture the excitment and zany gameplay of chess simulator *Virtual Kasparov* they have gone with a moody, expressionistic downpour of chess pieces. Then, to offset this, they have Gary Kasparov – one of the greatest players and strategic thinkers of our time – *nutting* a large Knight. The man is smacking his money making-spam against a stone horse's head!

If you know of a worse box design, send it in and you could win yourself a copy of *Virtual Kasparov*! No really. Send your entries labelled 'Nice Box' to the usual address.

▲ Let's just hope they're not actually glued together.

SCANDAL MONGER

JURASSIC PANIC!

Here's a message for any PlayStation 2 fans who were gutted by the news that *Dino Crisis 3* will be exclusive to Xbox: don't worry! It has just been confirmed that *Dino Crisis 4* will be released on all formats.

STAR WARS RACER REVENGE

PS2 is preparing itself for the pods. Yep, the sequel to one of the best *Star Wars* games, *Episode 1: Racer*, is coming to PlayStation 2 in 2002. This time it's called *Star Wars Racer Revenge: Racer 2*, and it features 16 racers, including Anakin and Sebulba.

ENTER THE DRAGON

Ang Lee's Oscar-winning kung fu film *Crouching Tiger, Hidden Dragon* will be coming to Xbox, PLayStation 2, PC, Gamecube and Game Boy Advance. Hopefully the games will forget *Crouching Tiger*'s soppy love story and concentrate on the fighting.

FOR THOSE ABOUT TUROK

That dinosaur slapper *Turok* is about to extend his first-person-action series to the next-generation of consoles. *Turok Evolution* will be the fourth instalment and is set to grace Gamecube, Xbox and PS2.

CAPCOM VS SNK 2

Yet another Dreamcast fighter is coming to PS2. A few months ago we were stunned by the news that *Virtua Fighter 4* was coming to PlayStation 2. Now it's the turn of *Capcom Vs SNK 2*. This new version boasts 44 of the best fighters from *Street Fighter* and King of Fighters. Hoorah!

WHOOPS!

We apologise if you were searching for UEFA Challenge in the PS2 section of your local games shop. The version we reviewed was not, as we said, on PS2, but PSone. The PS2 version isn't released until the end of the month. Doh!

CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

UK TOP 40 GAMES CHART

NO.		FORMAT		Last week	2 weeks ago	3 weeks ago	Weeks on chart
				PREVIOUS POSITIONS			
1	Pokémon Gold	GBC	Nintendo	1	1	1	6
2	Pokémon Silver	GBC	Nintendo	2	2	2	6
3	The Simpsons Wrestling	PS	Fox Interactive	3	3	3	8
4	Black & White	PC	EA	4	4	4	6
5	The Sims: House Party	PC	EA	6	8	6	6
6	Theme Park World	PS, PC, PS2	EA	10	10	7	51
7	Rugrats in Paris	PS, GBC, PC, N64	THQ	5	5	5	7
8	Jimmy White's 2: Cueball	PS, GBC, PC	Virgin	16	26	34	26
9	ISS Pro Evolution 2	PS	Konami	7	7	9	8
10	Who Wants to be a Millionaire?	PS, PC, DC	Eidos	9	9	13	33
11	Rayman	PS, GBC	Ubi Soft	13	14	12	189
12	Colin McRae Rally	PS, PC	Codemasters	8	11	22	104
13	Cossacks: European Wars	PC	CDV	15	13	21	7
14	Daytona USA 2001	DC	Sega	New Entry			1
15	FIFA 2001	PS2, PS, PC	EA	14	12	16	28
16	Duke Nukem: Land of the Babes	PS	Take 2	18	19	14	6
17	Half-Life: Generation	PC	Sierra	25	27	35	12
18	The Sims	PC	EA	22	25	20	65
19	Dukes of Hazzard: Racing for Home	PS, GBC, PC	Ubi Soft	19	Re-entry		11
20	Unreal Tournament	PS2, PC	Infogrames	12	6	8	6
21	LMA Manager 2001	PS	Codemasters	17	15	15	9
22	Tomb Raider	PC, PS	Eidos	11	21	-	116
23	Lego Island 2	PC, PS	Lego Media	26	22	10	6
24	The Simpsons: Treehouse of Horror	GBC	THQ	33	28	-	3
25	Championship Manager: '00/'01	PC	Eidos	27	31	24	29
26	Grand Theft Auto	PC, PS, GBC	Take 2	32	Re-entry		136
27	Star Wars: Starfighter	PS2	LucasArts	23	17	18	8
28	Rugrats: Search for Reptar	PS, GBC	THQ	31	34	29	69
29	Ready 2 Rumble Boxing	PS, DC, GBC	Midway/Sega	28	30	25	24
30	Sim City 3000	PC	EA	Re-entry			19
31	Gran Turismo 2	PS	Sony	Re-entry			46
32	No Fear Mountain Biking	PS	Codemasters	37	35	26	6
33	Time Crisis: Project Titan	PS	Sony	20	20	17	6
34	Star Wars: Jedi Power Battles	PS, DC	LucasArts	Re-entry			21
35	Norton Antivirus 2001	PC	Symantec	35	36	-	8
36	WWF Smackdown 2	PS	THQ	Re-entry			3
37	Tony Hawk's Pro Skater 2	PS, PC, DC, GBC	Activision	Re-entry			29
38	Sky Odyssey	PS2	Sony	24	29	-	3
39	Tiger Woods PGA Tour 2001	PS2, PS, PC	EA	29	16	23	4
40	Quake 3: Revolution	PS2	EA	21	18	19	6

ChartTrack

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

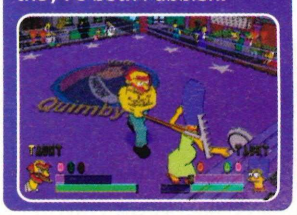
Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
www.elspa.com

US CHARTS

No.	Game	Format
1	Pokémon Stadium 2	N64
2	Pokémon Silver	GBC
3	Pokémon Gold	GBC
4	Onimusha Warlords	PS2
5	Zone of the Enders	PS2
6	Tomb Raider: The Last Revelation	PS
7	Paper Mario	N64
8	Digimon World 2	PS
9	Lego Island 2	PS
10	Pokémon Stadium	N64

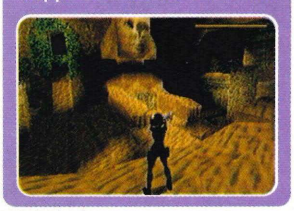
HOMER RUN!

If you want to make money, get *The Simpsons* on your team. Not only are they still in the top 10 with their *Wrestling*, but the *Treehouse of Terror* for the GBC is also at 24. And they're both rubbish!



YE OLDE!

It's like it's the mid-'90s again, with both *GTA* and *Tomb Raider* back in the charts. It's probably something to do with the £4.99 price tag that's slapped on the PC versions.



GROUNDED!

Sky Odyssey has proved itself a plucky little customer, still knocking around the top 40. Not bad for a flight sim.

STUBBORN!

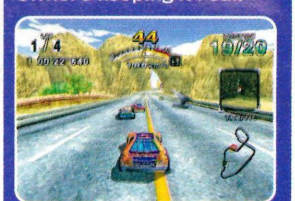
Last month we announced that *Gold* and *Silver* had topped the charts and, by the looks of it, they'll still be there at Christmas. It's going to take something very special to budge these two from the top.

JAP CHARTS

No.	Game	Format
1	Gran Turismo 3 A-Spec	PS2
2	Final Fantasy 2	WSC
3	SD Gundam G-Generation	PS
4	Hamster Tarou 2	GB
5	One Piece Ground Battle	PS
6	Dragon Quest 2: Iru's Adventure	GB
7	Super Mario Advance	GBA
8	Dragon Quest 2: Ruka's Journey	GB
9	Kuru Kuru Kururin	GBA
10	Bomberman Story	GBA

WHAT A DAY!

Daytona is the only DC-exclusive game in the top 40, and it's nestling nicely just outside the top 10. It may not hang around for that long, but it's comforting to still see DC owners keeping it real.



FRAGGED OUT!

Only last month, *Quake 3: Revolution* was skirting around the top 10, but it has tumbled from grace after only six weeks. And it's the best shooter on PS2! But just look at the 'okay' PS2 *Unreal* sitting pretty at 20. Strange.

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gameplay THE GATEWAY TO GAMES

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

MAY

4th	EUROFIGHTER TYPHOON	Rage	NONE	PC
4th	INDIANA JONES & THE INFERNAL MACHINE	THQ	NONE	GBC
4th	KURI KURI MIX	Empire	NONE	PS2
4th	MEDIEVIL 2	Sony	NONE	PS
4th	ROCKET POWER: GETTIN' AIR	THQ	NONE	GBC
4th	ROGUE SPEAR	Virgin	NONE	DC
4th	SKY SURFER	Virgin	NONE	PS2
4th	SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA	THQ	NONE	GBC
4th	SUMMONER	THQ	NONE	PC
4th	UEFA CHALLENGE	Infogrames	NONE	PC
9th	TINTIN: DESTINATION ADVENTURE	Infogrames	NONE	PS
11th	HARVEST MOON	Ubi Soft	NONE	PS
11th	HEROES OF MIGHT AND MAGIC 3	3DO	NONE	PS2
11th	REPLAY: HEART OF DARKNESS	Infogrames	NONE	PC
11th	SILPHEED	Virgin	NONE	PS2
15th	THE OUTFORCE	PAN	NONE	PC
16th	LOONEY TOONS RACING	Infogrames	NONE	GBC
16th	ALONE IN THE DARK: THE NEW NIGHTMARE	Infogrames	NONE	GBC
16th	ALONE IN THE DARK: THE NEW NIGHTMARE	Infogrames	NONE	PS
18th	KONUNG: LEGENDS OF THE NORTH	PAN	NONE	PC
18th	AIDYN CHRONICLES: THE FIRST MAGE	THQ	NONE	N64
18th	BATMAN: GOTHAM CITY RACER	Ubi Soft	NONE	PS
18th	EXHIBITION OF SPEED	Virgin	NONE	DC
18th	MDK2: ARMAGEDDON	Virgin	NONE	PS2
18th	MONSTER RACER	Microids	NONE	PS
18th	OPERATION WINBACK	Midas	NONE	PS2
18th	RAINBOW SIX: ROGUE SPEAR	Ubi Soft	NONE	PS
18th	STAR TREK VOYAGER: ELITE FORCE MISSION PACK	Activision	NONE	PC
25th	ALL STAR BASEBALL 2001	Acclaim	NONE	PS2
25th	CONFIDENTIAL MISSION	Sega	NONE	DC
25th	CONFLICT ZONE	Ubi Soft	NONE	PC
25th	CRAZY TAXI	Acclaim	NONE	PS2
25th	ESPN NHL NATIONAL HOCKEY NIGHT	Konami	NONE	PS2
25th	EVIL DEAD: HAIL TO THE KING	THQ	NONE	DC
25th	EVIL DEAD: HAIL TO THE KING	THQ	NONE	PC
25th	EVIL DEAD: HAIL TO THE KING	THQ	NONE	PS
25th	FA PREMIER LEAGUE STARS 2001	THQ	NONE	GBC
25th	FORMULA ONE 2001	Sony	NONE	PS
25th	FORMULA ONE 2001	Sony	NONE	PS2
25th	LAND BEFORE TIME RACING	TDK	NONE	PS
25th	LEADFOOT	Take 2	NONE	PC
25th	MARY, KATE & ASHLEY: WINNER'S CIRCLE	Acclaim	NONE	GBC
25th	MARY, KATE & ASHLEY: WINNER'S CIRCLE	Acclaim	NONE	PS
25th	MAT HOFFMAN'S PRO BMX	Activision	NONE	PS
25th	MATCHBOX: EMERGENCY PATROL	THQ	NONE	GBC
25th	MATCHBOX: EMERGENCY PATROL	THQ	NONE	PC
25th	MATCHBOX: MISSION BRAVO	THQ	NONE	GBC
25th	MATCHBOX: MISSION BRAVO	THQ	NONE	PC
25th	MTV MUSIC GENERATOR 2001	Codemasters	NONE	PS2
25th	STAR WARS: SUPER BOMBAD RACING	LucasArts	NONE	PS2
25th	MTV MUSIC GENERATOR 2	Codemasters	NONE	PS2
25th	THE STING	JoWood	NONE	PC
25th	WALL STREET TRADER	EA	NONE	PC
25th	WARCRAFT: BATTLE.NET	Vivendi	NONE	PC
25th	WORLD DESTRUCTION LEAGUE: WAR JETZ	3DO	NONE	PS
TBC	ANACHRONOX	Eidos	NONE	PC
TBC	BLACK & WHITE	Midas	NONE	PS
TBC	DIGIMON WORLD	Infogrames	NONE	PS
TBC	DRAGON RIDERS	Ubi Soft	NONE	PC
TBC	EUROPE RACER	Infogrames	NONE	PC
TBC	EUROPE RACER	Infogrames	NONE	PS
TBC	INSPECTOR GADGET	Ubi Soft	NONE	PS
TBC	MAT HOFFMAN'S PRO BMX	Activision	NONE	GBC
TBC	SCHIZM: MYSTERIOUS JOURNEY	Project 3	NONE	PC
TBC	STUPID INVADERS	Ubi Soft	NONE	DC
TBC	THE NEXT TETRIS	Ubi Soft	NONE	DC
TBC	TOOTUFF	Infogrames	NONE	GBC
TBC	TRAIN SIMULATOR	Microsoft	NONE	PC
TBC	Z: STEEL SOLDIERS	EON Digital	NONE	PC

JUNE

1st	ARMY MEN: AIR ATTACK	3DO	NONE	PC
1st	HEROES CHRONICLES: THE FINAL CHAPTERS	3DO	NONE	PC
1st	HEROES OF MIGHT AND MAGIC	3DO	NONE	PS2
1st	LEGENDS OF MIGHT AND MAGIC	3DO	NONE	PC
1st	18 WHEELER	Sega	NONE	DC
7th	GRAN TURISMO 3: A-SPEC	Sony	NONE	PS2
8th	ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	NONE	PS2
8th	ASTERIX MEGA MADNESS	Infogrames	NONE	PS
8th	DAVE MIRRA FREESTYLE BMX: MAXIMUM REMIX	Acclaim	NONE	PS
15th	EMPEROR: BATTLE FOR DUNE	EA	NONE	PC
15th	RUGBY	EA	NONE	PS2
15th	SHOGUN: TOTAL WAR: THE MONGOL INVASION	EA	NONE	PC
15th	STARTOPIA	Eidos	NONE	PC
15th	TECHNOMAGE	Infogrames	NONE	PC
20th	ALONE IN THE DARK: THE NEW NIGHTMARE	Infogrames	NONE	DC
20th	ALONE IN THE DARK: THE NEW NIGHTMARE	Infogrames	NONE	PC
22nd	ARMY MEN ADVANCE	3DO	NONE	GBA
22nd	CASTLEVANIA	Konami	NONE	GBA
22nd	GT ADVANCE CHAMPIONSHIP RACING	THQ	NONE	GBA
22nd	INDIANA JONES & THE INFERNAL MACHINE	THQ	NONE	N64
22nd	KRAZY RACING	Konami	NONE	GBA
22nd	KURU KURU KURURIN	Nintendo	NONE	GBA
22nd	OPERATION FLASHPOINT	Codemasters	NONE	PC
22nd	PLAYER MANAGER 2001	THQ	NONE	GBC
22nd	RAYMAN ADVANCE	Ubi Soft	NONE	GBA
22nd	RED FACTION	THQ	NONE	PS2
22nd	RUGRATS: TOTALLY ANGELICA	THQ	NONE	PS
22nd	SUPERMAN	Infogrames	NONE	GBC
22nd	TONY HAWK'S PRO SKATER 2	Activision	NONE	GBA
23rd	SONIC ADVENTURE 2	Sega	NONE	DC
27th	NICKTOONS RACING	Infogrames	NONE	PC
27th	NICKTOONS RACING	Infogrames	NONE	PS
29th	BREATH OF FIRE 4	Capcom	NONE	PS
29th	MEGA MAN LEGENDS 2	Capcom	NONE	PS
29th	MEGA MAN X5	Capcom	NONE	PS
29th	SUBMARINE TITANS	PAN	NONE	PC
29th	SUDDEN STRIKE FOREVER	CDV	NONE	PC
29th	TECHNOMAGE	Infogrames	NONE	PS
29th	WORLD DESTRUCTION LEAGUE: WAR JETZ	3DO	NONE	PS2
30th	AGE OF EMPIRES 2	Konami	NONE	PS2
TBC	BLOODY ROAR 3	Virgin	NONE	PS2
TBC	CHU CHU ROCKET	Sega	NONE	GBA
TBC	COMMANDOS 2	Eidos	NONE	PC
TBC	EDGE OF CHAOS: INDEPENDENCE WAR 2	Infogrames	NONE	PC
TBC	ESCAPE FROM MONKEY ISLAND	LucasArts	NONE	PS2
TBC	EXCITEBIKE 64	Nintendo	NONE	N64
TBC	F-ZERO: MAXIMUM VELOCITY	Nintendo	NONE	GBA
TBC	FREDDI FISH: THE STOLEN CONCH SHELL	Infogrames	NONE	PC
TBC	FREESTYLE SCOOTER	Ubi Soft	NONE	GBC
TBC	FUR FIGHTERS	Acclaim	NONE	PS2
TBC	GAUNTLET: DARK LEGACY	Midway	NONE	PS2
TBC	HANDS OF TIME	Virgin	NONE	GBC
TBC	LE MANS 24 HOURS	Infogrames	NONE	PS2
TBC	MASTER RALLYE	Microids	NONE	PC
TBC	MASTER RALLYE	Microids	NONE	PS2
TBC	NICKTOONS RACING	Hasbro	NONE	PS
TBC	OUTTRIGGER	Sega	NONE	DC
TBC	PUTT-PUTT TRAVELS THROUGH TIME	Infogrames	NONE	PC
TBC	ROBOCOP	Virgin	NONE	GBC
TBC	ROSWELL CONSPIRACIES: ALIENS, MYTHS & LEGENDS	Ubi Soft	NONE	GBC
TBC	ROSWELL CONSPIRACIES: ALIENS, MYTHS & LEGENDS	Ubi Soft	NONE	PS
TBC	SESAME STREET SPORTS	Ubi Soft	NONE	GBC
TBC	SESAME STREET SPORTS	Ubi Soft	NONE	PS
TBC	SPY FOX IN 'DRY CEREAL'	Infogrames	NONE	PC
TBC	SUPER MARIO ADVANCE	Nintendo	NONE	GBA
TBC	TINY TOON ADVENTURES: DIZZY'S CANDY QUEST	Virgin	NONE	GBC
TBC	TOP GUN: FIRESTORM	Virgin	NONE	GBC
TBC	UEFA CHALLENGE	Infogrames	NONE	PS2
TBC	ULTIMATE SURFING	Ubi Soft	NONE	GBC
TBC	UNREAL TOURNAMENT	Infogrames	NONE	DC
TBC	WACKY RACES	Infogrames	NONE	PS2
TBC	ANNO 1503	EA	NONE	PC
TBC	BLACK & WHITE	Sega	NONE	DC
TBC	DIABLO 2 EXPANSION SET	Vivendi	NONE	PC
TBC	GRAND PRIX 3 2000 SEASON	Infogrames	NONE	PC
TBC	HERDY GERDY	Eidos	NONE	PC
TBC	HIDDEN AND DANGEROUS 2	Take 2	NONE	PC
TBC	EXTERMINATION	Sony	NONE	PS2
TBC	LOTUS CHALLENGE	Virgin	NONE	PS2
TBC	MAFIA	Take 2	NONE	PC
TBC	MAX PAYNE	Take 2	NONE	PC
TBC	WARCRAFT 3: REIGN OF CHAOS	Vivendi	NONE	PC

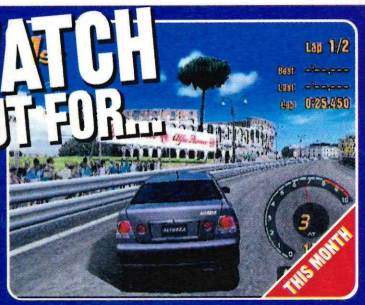
JULY

6th	CRAZY TAXI 2	Sega	NONE	DC
6th	NBA STREET	EA	NONE	PS2
6th	PORTAL RUNNER	3DO	NONE	GBC
9th	ACTION MAN: ARCTIC ADVENTURE	Infogrames	NONE	PC
TBC	1942	Capcom	NONE	GBC
TBC	CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	NONE	PS2
TBC	STAR TREK: BRIDGE COMMANDER	Activision	NONE	PC
TBC	TOKYO EXTREME RACER	Ubi Soft	NONE	PS2
TBC	DNA: DARK NATIVE APOSTLE	Virgin	NONE	PS2
TBC	DRAGON'S LAIR	Capcom	NONE	GBC
TBC	FLOIGAN BROS.	Sega	NONE	DC
TBC	GHOSTS 'N' GOBLINS	Capcom	NONE	GBC
TBC	MARIO KART ADVANCE	Nintendo	NONE	GBA
TBC	MEGA MAN EXTREME	Capcom	NONE	GBC
TBC	MR DRILLER 2	Namco	NONE	GBA
TBC	PRINCE NASEEM BOXING	THQ	NONE	GBC
TBC	ROCKMAN EXE	Capcom	NONE	GBA
TBC	STUNT GP	Virgin	NONE	PS2

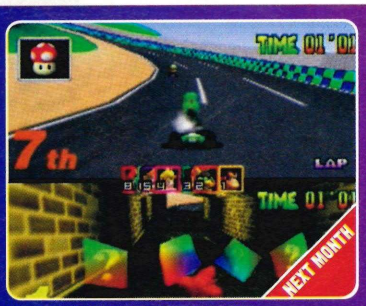
AUGUST

8th	GILBERT GOODMATE & THE MUSHROOM OF PHUNGORIA	Fasttrak	NONE	PC
8th	INTERNATIONAL LEAGUE SOCCER	EON Digital	NONE	PS2
TBC	LMA MANAGER 2001	Codemasters	NONE	PS2
TBC	ALEX FERGUSON'S PLAYER MANAGER 2001	3DO	NONE	PC
TBC	ALEX FERGUSON'S PLAYER MANAGER 2001	3DO	NONE	PS2
TBC	ALIEN FURY	Sega	NONE	DC
TBC	COLIN MCRAE RALLY	THQ	NONE	GBC
TBC	EXTREME-G 3	Acclaim	NONE	PS2
TBC	HOT WHEELS WILLIAMS F1 TEAM: TEAM DRIVER	THQ	NONE	PC
TBC	HOT WHEELS: EXTREME RACER	THQ	NONE	PS
TBC	HOT WHEELS: MECHANIX	THQ	NONE	PC
TBC	PROPELLER ARENA	Sega	NONE	DC
TBC	RESIDENT EVIL CODE: VERONICA X	Capcom	NONE	PS2
TBC	SEGA BASS FISHING 2	Sega	NONE	DC
TBC	TINY TOONS ADVENTURES: PLUCKY'S BIG ADVENTURE	Virgin	NONE	GBA

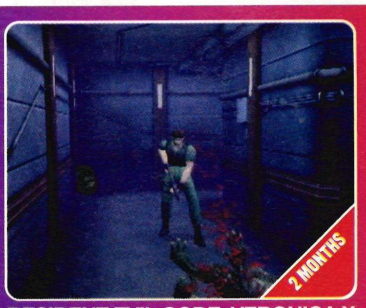
WATCH OUT FOR...



GRAN TURISMO 3: A-SPEC
The most long-awaited racer is here, and it'll blow you away.



MARIO KART ADVANCE
Let's a go! The best ever kart racer comes to the best ever handheld.



RESIDENT EVIL CODE: VERONICA X
Beating off those evil zombies, the Redfields return to save the world!

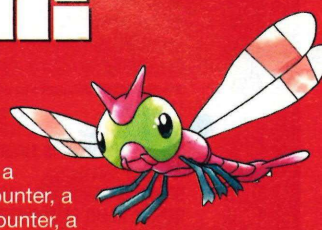
LUIGI'S MANSION
Mario's lanky brother gets his own game, packed with ghosts and ghouls.

Pokémon Trading Card Game

neo Discovery™

Can you Collect 'Em All?

Wizards Unleash New Pokemon Trading Cards!



Those Wizards of the Coast folk have magiced up another winning idea for all you *Pokémon Trading Card* players.

Following hot on the heels of the *Neo Genesis* Expansion Set – which introduced all-new Pokémon, new expert level rules and new types of Tool cards – is *Neo Discovery*.

Discovery sees the trading card debut of the mysterious Unown Pokémon, the crazy creatures that resemble letters of the alphabet.

The expansion set also features 17 all-new holofoil cards, including Darkness and Metal Pokémon, introduced in the *Gold* and *Silver* Game Boy games.

And as Pokémon would be lost without its energy, so these newcomers also have new corresponding Energy cards.

Pokémon Tools are Trainer cards that you attach to your Pokémon to affect the game in different ways.

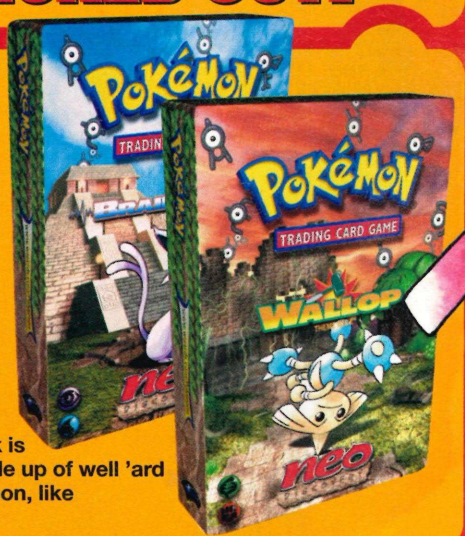
The *Neo Discovery* set gives Pokémon trainers the opportunity to develop brand new decks and strategies, adding extra excitement to the wildly popular game.

Since *Pokémon Trading Card* fever started in 1999, the game has been played by more than 6,000,000 children worldwide, from Asia to North America, Latin America and Europe. And it's now more popular than ever!

From 22 June you will be able to go down the shops and pick up *Neo Discovery*'s new Theme Decks and Booster Packs. Both Theme Decks, Brain Wave and Wallop, cost £7.25 each and each one contains 60 cards, a holofoil premium card, 10 damage counters, a 32-page rule book, damage counters, a Poison counter, a generic counter, a collectable metal game and a card game list. The Booster Packs cost £2.49 each and contain 11 random cards, so you can customise your own game deck.

For more info on the *Neo Discovery* set and the *Pokémon Trading Card* game in general, call the Game Support Line on 08457 125 99, or visit the official Wizards of the Coast web site at www.wizards.com/pokemon. You know you want to catch 'em all!

GET DECKED OUT!



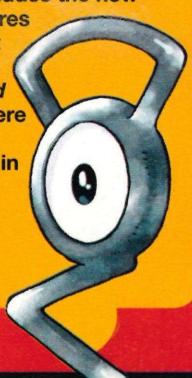
If you're a beginner, the *Neo Discovery* Expansion Sets include two new Theme Decks to get you started: Brain Wave and Wallop. Each pack contains a one-two punch of Pokémon power.

1) Brain Wave is a mixture of Psychic and Water cards. Featured Pokémon include Eevee's latest evolution Espeon, and those weird Unown creatures. Spooky!

2) The Wallop Theme Deck is so-called because it's made up of well 'ard Grass and Fighting Pokémon, like Hitmontop and Tyrogue.

UNOWN QUANTITY

***Neo Discovery* is the only *Pokémon Trading Card* series so far that includes the new Unown creatures who were first introduced in *Pokémon Gold* and *Silver*. There are 26 of the little blighters in all – one for every letter of the alphabet, silly. Can you catch 'em all?**



COMPETITION

Terms and conditions
Competition is open to residents of the UK, Eire and Channel Islands. The first 10 correct entries drawn after the closing date will be the winners. No responsibility can be accepted for entries lost or damaged in the post. Prize is as stated, no alternative can be offered. All entrants are bound by the rules. The judge's decision is final and GamesMaster/Wizards of the Coast will not enter into any correspondence. Winners will be notified by post. All entries must be received by 9 July 2001.

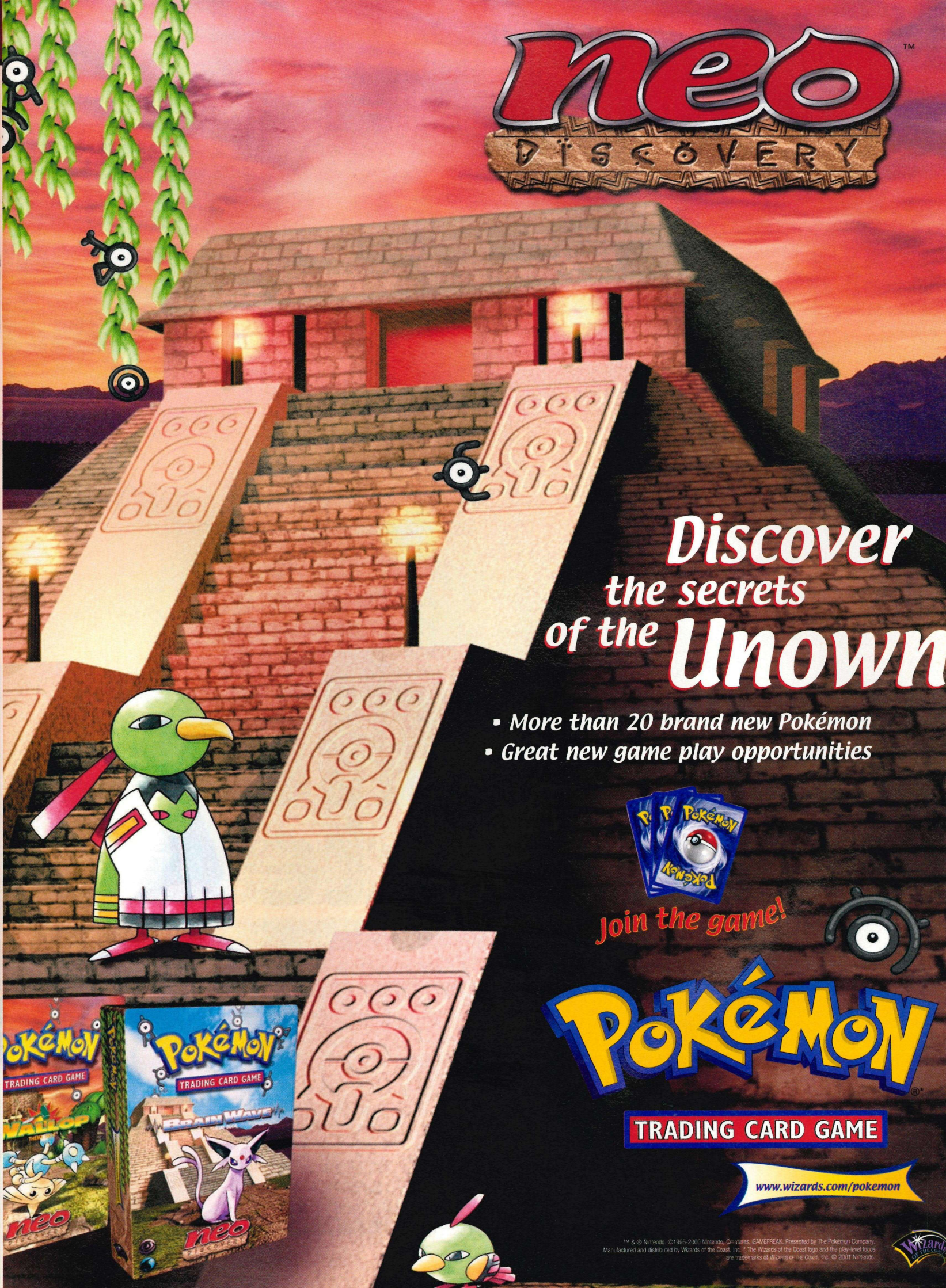
We're at it again! Thanks to our buddies at Wizards of the Coast, we've secured another ace Pokémon compo. This time we're giving five readers the chance to win a *Neo Discovery* Theme Deck and a Booster Pack. Just answer the easy question below!

THE QUESTION:

What's the name of the two new kinds of Pokémon introduced in *Gold* and *Silver*?

- ☐ **a) Light and Dark**
- ☐ **b) Vegetables and Minerals**
- ☐ **c) Darkness and Metal**

Send your answers and address on a postcard to the following address:
Poké Decks, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.
All entries must reach us by 9 July. Good luck!



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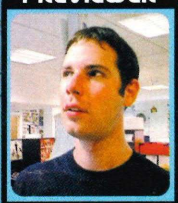
p.24

MAX PAYNE
Long awaited and causing a right old tizz when shown in a caravan (true!) at E3, Max is the man in this incredible, eye rubbing action adventure.

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...TH

OUT: AUTUMN FORMAT: PS2 PRICE: £40 DEVELOPER: NEVERSOFT PUBLISHER: ACTIVISION SPECIAL FEATURES: ONLINE PLAY OTHER FORMATS: XB, GBA, PC, PS, GBC CALL: 01753 756 100 PLAYERS: 1-TBC

PREVIEWER



Oliver Hurley

Factpack
The stuff you need to know...

Levels	10
Skaters	12
Best new trick	Revert
Best new feature	Online play

Tony Hawk's Pro Skater 3

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NE

Everyone's **favourite skater** makes a **welcome return** – with **new tricks,** new levels and **internet link-up.** Time to **get excited...**

The Tonester and his band of crazy skate-loving chums are back, not only on PSone but also (deep breath) Xbox, PC, GBA, GBC and, the format previewed here, PlayStation 2. Who'd ever have thought that a man who rides on a plank of wood for a living would achieve such world domination?

Of course, the *Tony Hawk's* games have always been about more than just having some real-life skateboarders in them, as they offer some of the most fiendishly engaging gameplay ever seen. *Tony Hawk's 3* boasts the sheer accessibility and playability of the earlier titles combined with a slew of, erm, gnarly new features that should help to ensure this stays at the cutting edge of extreme sports games.

Softography
These guys have also made...

Tony Hawk's Pro Skater	90%
Tony Hawk's Pro Skater 2	91%
Spider-Man	79%
MDK	78%
Apocalypse	68%

CITY-SCAPES

Gone are the skate parks of old, replaced by massive city-based levels that are closer in many ways to the environments seen in *Jet Set Radio*. The cities themselves offer a virtual world tour and include Rhode Island, Rio, Los Angeles, Paris, Tokyo and Peckham. Actually, we made that last one up.

It has a similar look and feel to its predecessors but with much more detailed environments, with each city now feeling more like a living, breathing metropolis – not just a collection of objects for doing tricks off. There's also a lot more traffic featured, and even pedestrians to avoid.

... The skate parks of old are gone, replaced instead by massive city-based levels...

Tricks-wise, the big news is the inclusion of the 'revert', which is likely to revolutionise the game in the same way the manual did in *Tony Hawk's 2*. It allows you to carry on a combo of tricks even after you've landed so, in theory, you'll be able to string together an almost endless series of stunts.

DARK CLOUD
Zelda for PS2? Take a look at the jaw-droppingly gorgeous shots in this mammoth adventure and decide. Whatever happens, it's quality all the way.

LUIGI'S MANSION
First look at Gamecube's showcase stunner, featuring the brother of the marvellous Mazza. Drool over Ninty's new-found GC abilities.

PLUS!

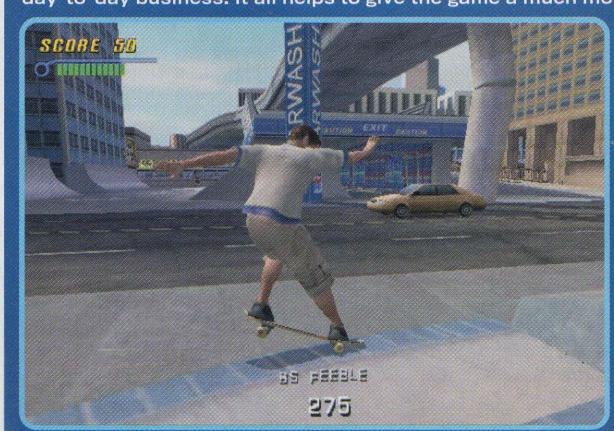
ROGUE LEADER 31
STUNTMAN 35
WWF SMACKDOWN: JUST BRING IT 36
POLICE 911 39
JET SET RADIO FUTURE 41
SONIC ADVANCE 44

NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...TH

01 As you can tell, the game has the same look to it as the previous *Tony Hawk's* games, except with greater detail. 02 You get a better sense of what you're doing during each trick as the characters and boards look more realistic. 03 The game was one of the highlights of E3. While only a video was on display for most, select folk got to play it. The verdict? It rocks! 04 Various grinds are still crucial in linking tricks and combos for massive scores.

IT'S SO REALISTIC, YOU COULD ACTUALLY BE THERE!

The game's a lot more realistic looking than its predecessors, with the environments now more detailed and packed with non-skaters going about their day-to-day business. It all helps to give the game a much more authentic feel.

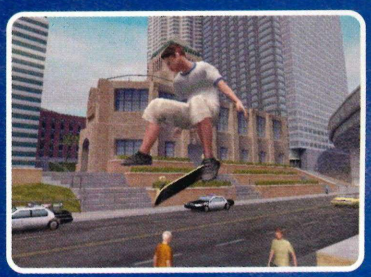


◀ Cars now have a degree of AI, so they'll stop for traffic lights, for example, and generally behave in a far more realistic fashion. They're not shy of running you over though. Still, they couldn't be much more annoying than that golf buggy in *Tony Hawk's Pro Skater 2*.

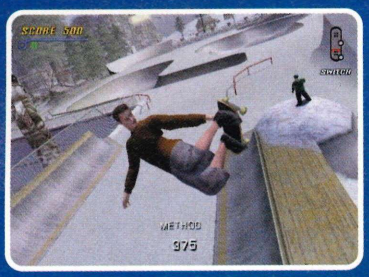
▶ With the new game, you gain a greater sense that you're skating through real environments. And with the potential for other skaters being in the same area, controlled by other players online, it gives the potential for a whole alternate skating reality. Clever stuff.

YOU CAN TEACH AN OLD DOG NEW TRICKS!

The major new trick in the game is the revert – hit L1 or R1 just as you're approaching the bottom of the ramp on the way down after pulling off some big air. The revert flips your board, allowing you to continue your combo into a manual and then back into a another big trick off a ramp.



▲ The revert takes its real-life roots from vert skating competitions as opposed to street skating.



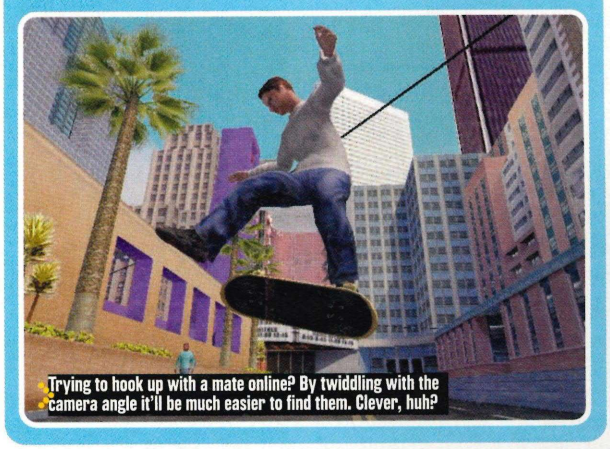
▲ Much like grinds and manuals, it allows you to link a series of trick together into one massive combo.

▲ After you've pulled off a massive air you'll still be able to continue scoring if you do a revert on landing.

▲ It opens up the potential for getting huge scores, but it'll depend on how difficult it is in the finished version.

TWIDDLE STICKS!

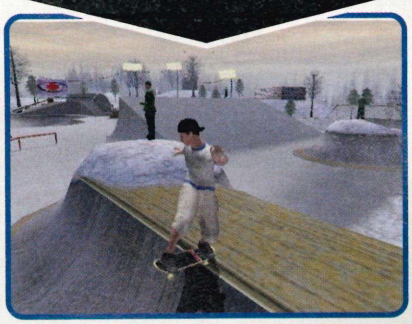
By using the left analogue stick, you can manually change the camera angle in the game. It's particularly useful for planning tricks and for finding people during online play.



▲ Trying to hook up with a mate online? By twiddling with the camera angle it'll be much easier to find them. Clever, huh?

PUSHING PS2 OVER THE BOARDER ONLINE!

With Sony announcing that you'll be able to go online with PS2 before the end of the year, *Tony Hawk's 3* will be one of the first PS2 titles to support online play. It'll work in much the same way as the split-screen two-player games.



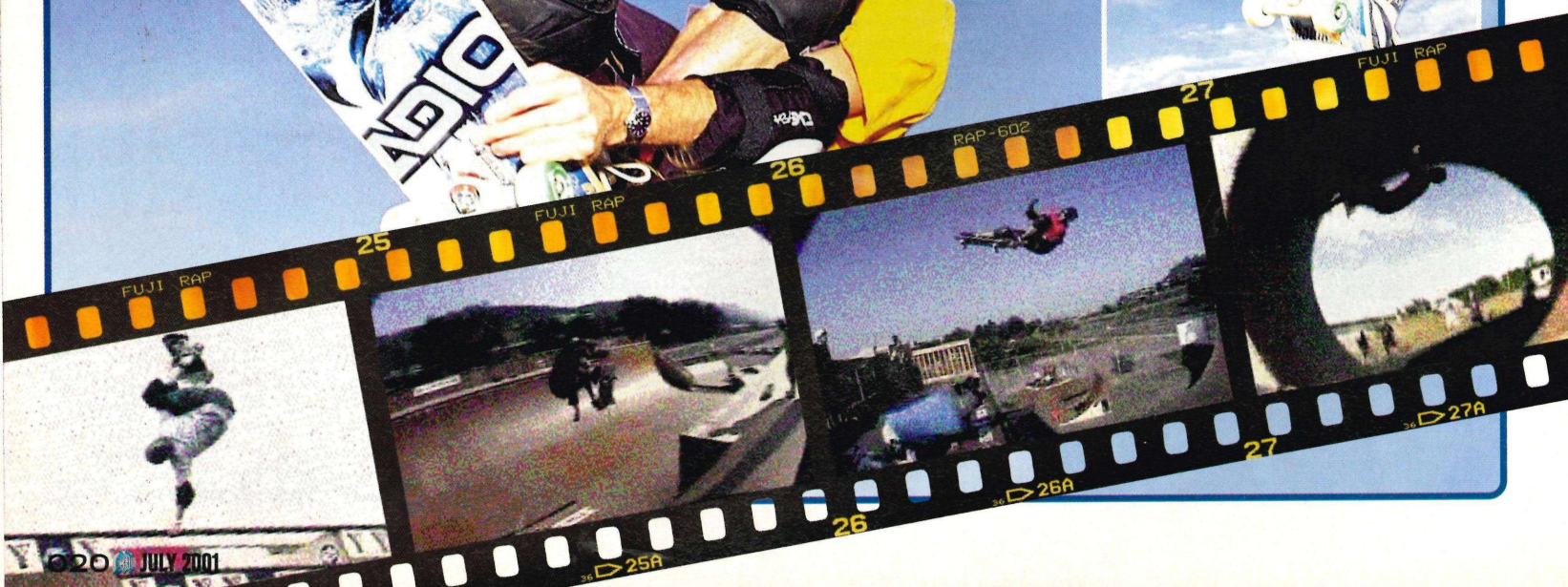
JUST REWARDS!

The new level of interactivity on offer extends as far as pedestrians giving you props if you pull off big tricks. But annoy them and they'll try to throw you off your board!

▲ If you cross the wrong pedestrian, there's a chance they'll try to attack you and throw you off your board – just like in real-life.

DON'T TRY THIS AT HOME (OR ANYWHERE)

With the success of the *Tony Hawk's Pro Skater* games, Tony Hawk has gone from cult hero to mainstream star. But who is he? The Hawkster starting skating aged nine and, with his dad's encouragement, began to enter skate competitions in California. At 12 he was sponsored by Dogtown skateboards; by 14 he was a pro. He has since entered 103 skate competitions, winning 73 of them, which isn't bad going. In 1992, Tones started his own skateboard company, Birdhouse Projects, now one of the largest skating companies on the world. Gaming fame aside, he's best known for being the first skater to perform a 900° – or two-and-a-half mid-air spins.



TOO SMOOTH FOR ITS OWN GOOD?

The game's significantly smoother than *THPS2*, to the extent that it affects the timing for some tricks you've perfected, although we guess this'll be sorted by the time it's released.

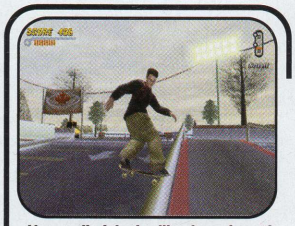
▲ The animation is greatly improved – you can even see what the skaters' fingers are doing when they perform tricks. Look closely and you'll be able to see things like grip tape on the boards. Nice.

▲ Smoother than a baby's bum, that's *Tony Hawk's 3*. If you got used to compensating for the frame-rate when landing tricks in *THPS1* and *2*, you may have to adapt your timing for *THPS3*.

▶ The same basic controls as the first two games remain intact. Hurrah!

SKATE-U-LIKE!

The skaters on offer are pretty much the same as in *Tony 2*. The only addition is Bam Margera, known for his appearances on MTV's *Jackass*. There's also the option to create your own skater from scratch.

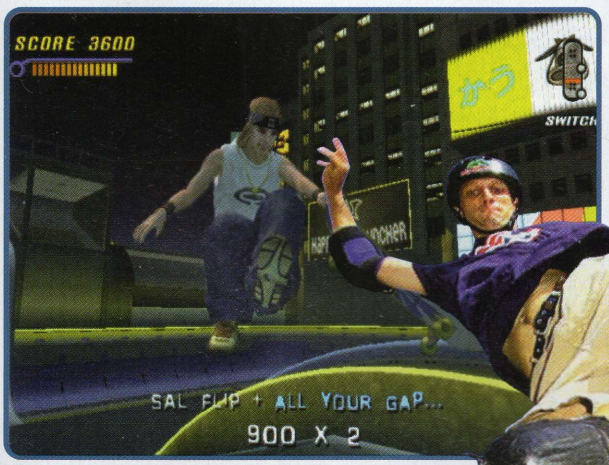


Almost all of the familiar faces from the last game reappear in the new *Tony*.

The Create-A-Skater option is more flexible – you can even create laydees!

JET SKATE RADIO?

One of the best levels we've played is the Tokyo level – a stylised version of the Shibuya area of the city. It's full of ramps, elevated walkways and different levels of rails to grind along, making it reminiscent in many ways of *Jet Set Radio*.



▲ If you were a fan of the stylised cities and multiple levels of *Jet Set*, then check out this Tokyo-based level – a cyber-skate-punk's dream!

WEATHER THE STORMS!

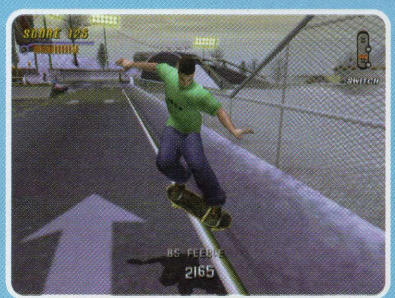
Environments are now more dynamic, with changeable weather conditions that directly effect how your deck handles. The Los Angeles level features an earthquake that opens up areas you can't otherwise access.

▲ By grinding along certain objects you'll cause tremors. They'll only be minor to begin with, but eventually you'll set off a full-scale earthquake.

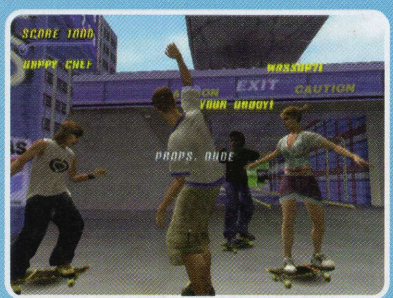
A REWARD FOR EACH CHARACTER!

The Career mode has been updated to give players more character-specific goals. So as well as the usual aims of achieving high scores and collecting all the letters in SKATE, you'll have to interact with pedestrians, traffic and other skaters. Unlockable rewards include skating footage, and an interview with Hawk, making use of PS2's DVD capabilities.

▲ The core of the game is still based around pulling off certain tricks, achieving high scores and collecting letters.



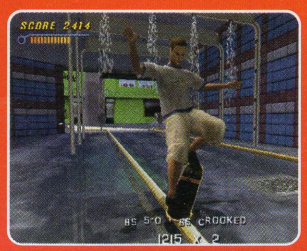
▲ The structure is closer to that of the original game, encouraging you to go back and retry the early levels.



▲ You'll be able to unlock a whole library of skate footage and interviews, which use PS2's DVD function. Smart!

First Impressions

Best of the old stuff, and a lot that's new.



The good news is that for everything that's been tweaked in *Tony Hawk's 3*, the button configuration is the same as it was previously. So, if you're used to those, you'll be able to pick this up and start playing right away. That's not to say that there aren't a host of new tricks with stupid names, like the saranwrap (?) and tuck-knee.

But the real revolution in the tricks department is the revert. It's taken from vert competition (as opposed to street-based skating) and allows big air combos to be linked with other combos (such as grind-based ones). As expected, this opens up incredible new lines and the potential to earn yourself staggeringly large scores... provided you don't fall off.

The other big development – which coincides nicely with Sony's online announcement at E3 – is that you'll be able to play against other human skaters via the internet.

The environments are about twice the size of those in the first two games and, considering there's a lot more crammed into the levels, there's no shortage of stuff to do. The detail is superb; if you skate up close enough to pedestrians, you can hear what they're saying: "Gnarly, dude," probably.

GOOD COP BAD COP

Takes the core of *THPS2* and adds a wealth of new features and options. Looks lovely too!

It's still early days yet, so we've no real idea how well the online aspect of the game will work.

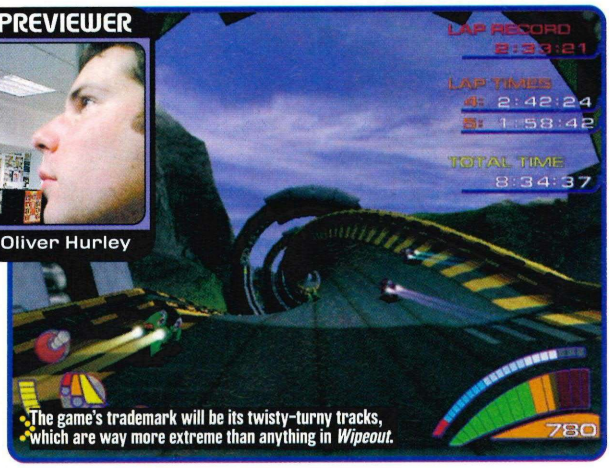
WHERE IT'S AT

There's no confirmed release date for the game, though we're expecting it out towards the end of the year.

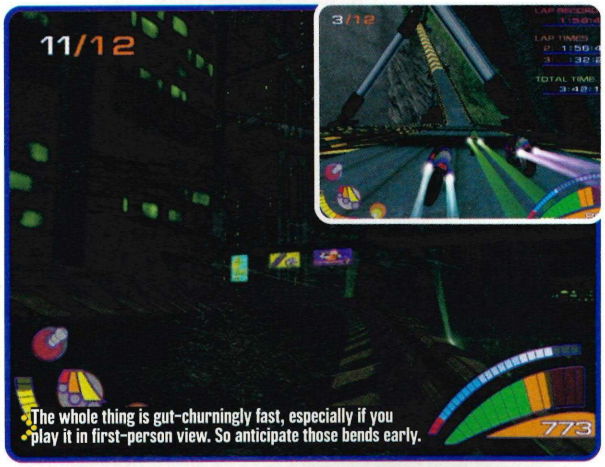
OUT: AUGUST | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ACCLAIM | PUBLISHER: ACCLAIM | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: NONE | CALL: 0207 344 5000 | PLAYERS: 1-2

PREVIEWER

Oliver Hurley

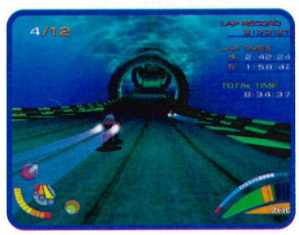


The game's trademark will be its twisty-turny tracks, which are way more extreme than anything in *Wipeout*.



The whole thing is gut-churningly fast, especially if you play it in first-person view. So anticipate those bends early.

▲ The locations of the courses vary from woodlands to being suspended way up in the clouds. Sadly you can't leave the track.



▲ The first two versions of the game both appeared on N64 and were known for being among the nippiest games ever for the console. This one's no slouch either.

Extreme G 3

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

It's PS2's first **future-racer**, but **will it be anything more than a** poor **version of** *Wipeout Fusion*?

With still no sign of *Wipeout Fusion*, it's fallen to Acclaim to come up with PlayStation 2's first future racer.

Rather than taking the hovering sled-style *Wipeout* route, you control what look like jet-powered motorbikes, of which there are 12 in total (four more than there were in *Extreme G 2*).

Softography

These guys have also made...

Crazy Taxi (PS2)	81%
Fur Fighters: Viggo's Revenge	80%
Dave Mirra Maximum Remix	70%
Super Bust-A-Move	80%
Dead or Alive 2: Hardcore	84%

The tracks are far more extreme than anything *Wipeout* has to offer, resembling pants-staininingly insane roller coasters with endless loops and twists.

SPEEDY

The original *Extreme G* was an early N64 title that was able to boast of being one of the speediest Ninty games ever. This PS2 update is also very, *very* fast. As if it's not nippy enough in the first place, there's a turbo boost that's fast enough to melt faces. On top of that, we're promised loads of power-ups and enough weaponry to nuke a planet (though the final number's yet to be decided) – everything a self-respecting future racer needs.

Each track has multiple routes that allow you to use nifty shortcuts through areas, including deserts, forests, cyber cities and underwater courses. If you're not too busy trying to avoid crashing into the scenery, you'll notice detailed bike animation that shows the operation of air brakes, flaps, weapons and thrusters. Strewth!

...As if it's not nippy enough, the turbo boost is fast enough to melt faces...

Of the dozen bikes on offer, each has its own unique handling, so it's worth trying 'em all out to see which best suits your style – whether you're a pure speed freak or instead prefer to attempt to blow up the opposition.

We're still not convinced it has the brilliant track design and playability of the *Wipeouts*, but until *Fusion* is released, this will make a very satisfying stop-gap.

BUTTERFLIES!

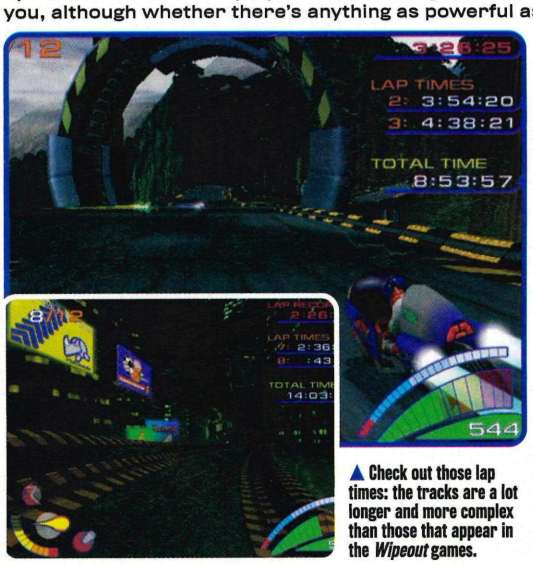
The first two *Extreme-G* games (for N64) were known for two things: sheer speed, and massively over-the-top corkscrews and loops incorporated in the track design. *Extreme-G3* doesn't disappoint here, offering some of the maddest courses ever. Play in first-person view and you'll want to puke!

▲ Blimey, doesn't the future look fun? With tracks like this, it's no surprise that you lose any idea of which way is up.

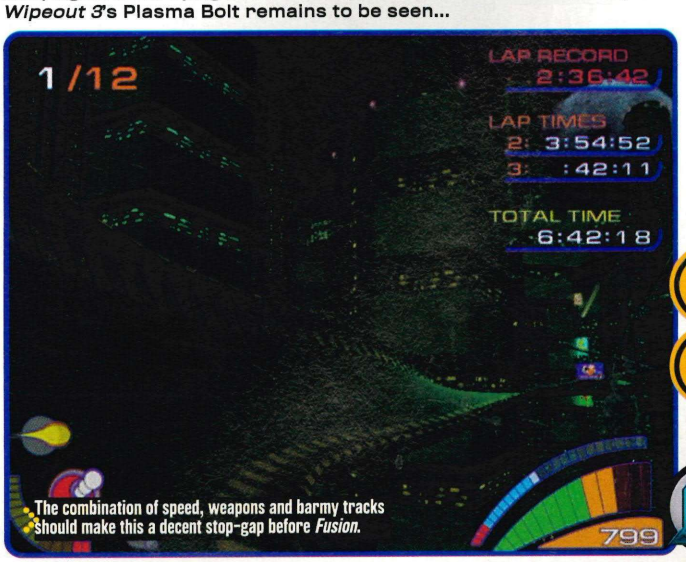
▲ One too many bikes tearing past you? Time to unleash some heavy weaponry, we reckon, so look out for power-ups.

WHAT'S STORED IN THE GUN CABINET?

As with *Wipeout*, weapons power-ups are littered around each course and have to be picked up before your weapons systems can come into play. There's nothing quite so satisfying as destroying a bike that's just had the nerve to speed past you, although whether there's anything as powerful as *Wipeout 3*'s Plasma Bolt remains to be seen...



▲ Check out those lap times: the tracks are a lot longer and more complex than those that appear in the *Wipeout* games.



The combination of speed, weapons and barmy tracks should make this a decent stop-gap before *Fusion*.

GOOD COP BAD COP

Loads of really mad tracks, it's dead fast and there are plenty of cool power-ups and weapons on offer.

The multi-player mode only supports two players and it may just end up being an inferior version of *Wipeout*.

WHERE IT'S AT

It's not due out till the end of August and there's still plenty left to be done to the game before it hits the shelves.

GAMES PRIZES

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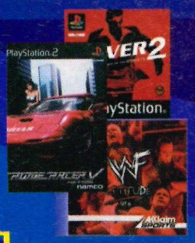

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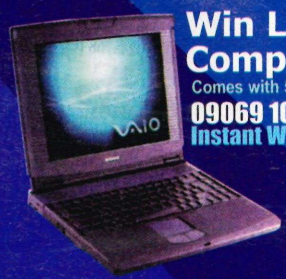

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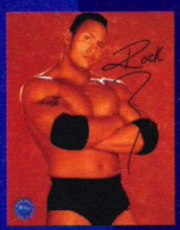

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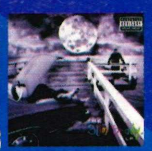

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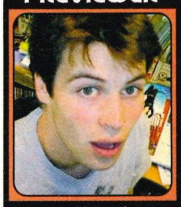
OUT: AUTUMN | **FORMAT:** PC | **PRICE:** £35 | **DEVELOPER:** 3D REALMS | **PUBLISHER:** TAKE 2 | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX, PS2 | **CALL:** 01753 854 444 | **PLAYERS:** 1

PREVIEWER



Dave Harrison

Very violent, very hip and very realistic. And that's what those PC people like.

▲ Max has lost his family, been framed for murder and is being chased by the police and the gangsters. He's not best pleased so expect a trail of death and destruction.

▲ In all the pictures we've seen of Max Payne, he's always got the same expression on his face. It looks as though he's just smelt something bad or he's stubbed his toe. Or both.

Max Payne

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!... LATEST

Meet *Max Payne*. He's **one big loser.** If **bad luck** was meat-filled **pastry,** he'd be a **Ginsters.**

While console developers sit smugly working on their next-gen sequels, those PC boys have been squirreling away creating whole new experiences for us.

The sort of games that slap you in the face and give you a wedgy. Games that extend the imagination and force you to buy them. But, as is usually the case in the world of games, all this inspired magic is, unfortunately, hidden under a veil of clichéd plottage...

Softography

These guys have also made...

Duke Nukem Forever	N/A%
Duke Nukem	72%
Stargunner	64%
Death Rally	82%

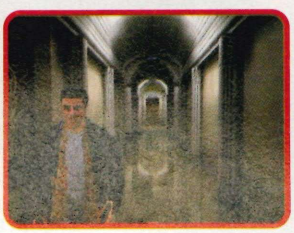
Max Payne – not blessed with a name to be a chiropractor – is a policeman whose family gets killed by drug-fuelled loonies. Unimpressed, he goes undercover to infiltrate the syndicate responsible for the druggy wackos. But his cover is blown, the one person who knows he's undercover is killed and the murder is pinned on him.

MAX'S MISSION

Simultaneously a horrific snow storm has hit New York. Max – or Lucky – now has the crims and the cops after him and little time to go sledging. There's only one thing for it: shoot people.

The plot may be hammy but the way it twists and weaves its way into the fabric of the gameplay is one of *Max Payne*'s highlights. But it's the visual quality of the game that immediately impresses. The developers have used acres of photos and video footage to recreate New York in every detail. While other games have boasted a similar level of creative effort, *Max Payne* also has a graphics engine to match the research.

▲ He may be mean but he's got really bad taste in shirts. Is that paisley?



▲ Just look at those textures and reflections. Enough to make you drool.

... The plot twists and weaves its way into the fabric of the gameplay...

This game has had a lot of mouth for a few years. If it has the trousers to match, we're looking at a classic.

TATTERS!

Every action game worth its salt features destructible scenery, so it isn't really a new trick to use. But *Max Payne* has taken this trick to a new level. Just looking at these screenshots, you have to admire the level of detail that shows off every bullet hole and scorch mark. It's truly awe-inspiring.

▲ Ooh, it's all gonna end in tears.

▲ It's just like that bit in *The Godfather* when James Caan kicks the bucket.

HE *IS* RUNNING, BUT IN SLO-MO!

One of the things that makes *The Matrix* the skill film that it is, are the slow motion effects that it uses. These effects not only make motion slower, they also make motion look a lot nicer as well. Gun-toting villains floating by, bullets grazing past faces – it's all sexy stuff. And that's why it's being included in *Max Payne*. Gamers will be able to control Max's dives and rolls so he can dodge any oncoming attacks. Top one, programmers.

▲ Follow the bullet through the air in super slo-mo and watch the impact it has on the face of the enemy.

▲ This could be a scene from any John Woo film. Two guns blazing, jumping backwards from an exploding door.

▲ Look how the bloke with the nice leather jacket ducks the bullet – obviously because he knows they hurt.

GOOD COP, BAD COP

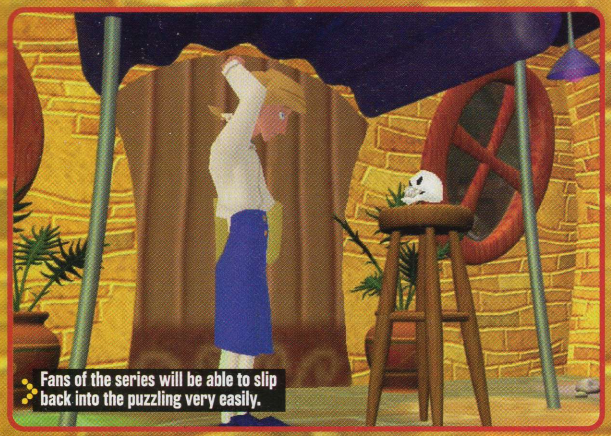
Moody, brooding 3D action adventure that must be taking ages to make for some reason. Hopefully a good one.

It may eventually suffer from the hype and, with the long wait, may not be able to match expectations.

WHERE IT'S AT

It's been in development for ages. Should be with us around late autumn/winter/spring next year...

OUT: JULY | FORMAT: PS2 | PRICE: £40 | DEVELOPER: LUCASARTS | PUBLISHER: ACTIVISION | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: PC | CALL: 01895 456 700 | PLAYERS: 1



Fans of the series will be able to slip back into the puzzling very easily.

Come and spread your arms if you really need a hug. Bless!

There are busy ports milling with people to roam around and explore.

The town's full of shops where you can chat to people and sample their wares.

Escape From Monkey Island

Nothing's as fun as a monkey. With a whole island of them, you'll be laughing.

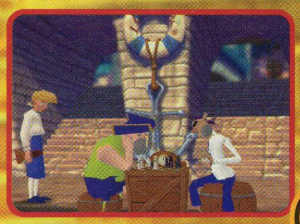
PREVIEWER: Dave Harrison

Do LucasArts just make *Star Wars* games? No, they also make *Escape From Monkey Island*!

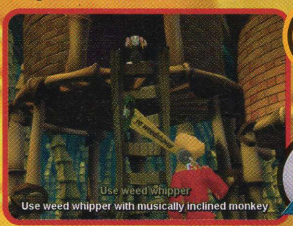
This is the latest in a PC adventure series of great heritage. The great news for non-mouse-worriers is that it's coming to PS2.

Our hero, Guybrush Threepwood returns to Melée with his bride, the island's governor. On arrival he learns the islanders believe his wife to be dead... when she isn't. As he unravels the mystery he discovers a plot to destroy the whole area.

It's a potter-and-chat game, with lots of charm. Unusually for a videogame, it's also genuinely and intentionally funny. Fancy!



Guybrush has to split up these pirates and get one of them to date a local lass.



GOOD COP BAD COP

A real change of pace from the shooting, driving and fighting you get in most console games.

The controls take a bit of getting used to, and some of the puzzles really are mighty tough.

WHERE IT'S AT

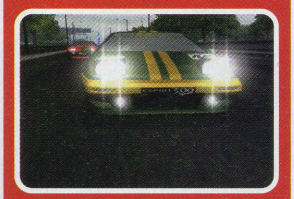
It's a direct port of the PC version, so it shouldn't take too long to work it through the PS2 changing machine.

OUT: SEPTEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KUJI | PUBLISHER: VIRGIN INTERACTIVE | SPECIAL FEATURES: STEERING WHEEL | OTHER FORMATS: XBOX | CALL: 0207 511 422 | PLAYERS: 1-2

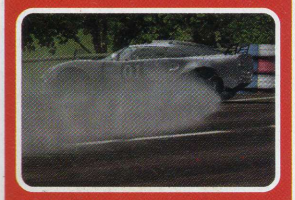
RUSH HOUR!

Look at all the fantastic London sights? Sod that. You won't have time to stare at Nelson when you're behind the wheel.

Not sure if the Queen would allow Formula One racing in her drive.

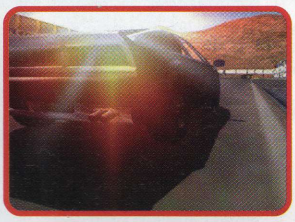


You don't have to stick to the speed limit in central London. Yippee!



This is what happens when you stare at all the London sights. Concentrate!

PREVIEWER: Tom East



Lotus Challenge

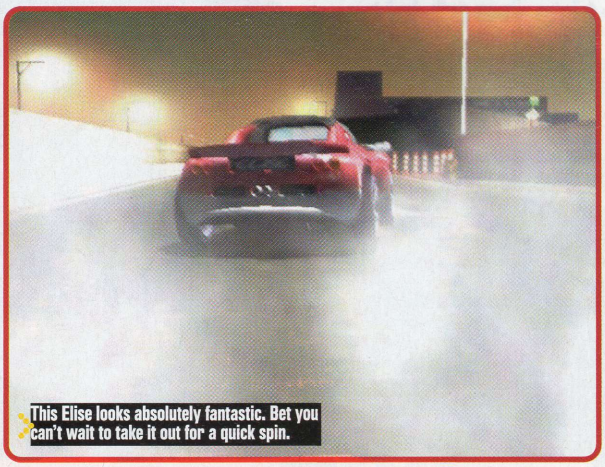
Boy racers rejoice! Here's your chance to floor it around Trafalgar Square in an Elise.

You can't go wrong with a Lotus. One of James Bond's best cars was a Lotus, Team Lotus were a successful Formula One team, and Chris Boardman won an Olympic gold on a Lotus bike.

You can't race Boardman's bike in *Lotus Challenge* but you can get behind the wheel of some ace motors, including the latest Elise, a classic Elan and Bond's Esprit from *The Spy Who Loved Me* (machine guns not included). You can even race in some Formula One cars.

After racing these classy motors around 32 courses set around London, Norfolk, Arizona, Florida, Tokyo, and Minatoku, you can have a bash on some *Vanishing Point*-style stunt challenges, ram footballs with your bumper in a penalty shootout, or knock over loads of skittles in a ridiculous bowling game.

Okay, so Lotus chin strokers may start howling when they see silly challenges like these, but you'll soon forget about the daft prospect of playing Lotus football when you're revving up outside Trafalgar Square in a gorgeous Elise, and burning down The Mall to Buckingham Palace.



This Elise looks absolutely fantastic. Bet you can't wait to take it out for a quick spin.

You can test drive this stunning Lotus at the Lotus test track in Hethel, Norfolk.

GOOD COP BAD COP

The best looking racing game for PS2 after *Gran Turismo*. The Lotuses look so realistic we could weep with joy.

The handling is a little bit squiffy at the moment, but hopefully it will be sorted out by September.

WHERE IT'S AT

It won't be released until September at least. We'll keep you abreast of all the latest from Lotus land though.

OUT: SUMMER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: LEVEL-5 | PUBLISHER: SONY | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: NONE | CALL: 0207 533 1400 | PLAYERS: 1

PREVIEWER

Rick Moulton

The locations in *Dark Cloud* are truly gorgeous. The whole game has an old-fashioned Arabian feel to it.

▲ The lead character is your typical Manga kid, with a tea cosy on his head.

▲ That's your village, that is. Well, what's left of it when the evil genie's finished.

Dark Cloud

Factpack
The stuff you need to know...

Playable characters	6
Magic elements	5
Giant genies	1
Weapons	20

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

Lack of decent games casting a dark cloud over your PS2? Soon everything will become clear.

Like peanut butter and jam sarnies, certain mixtures sound disgusting but turn out scrummy. We're hoping Sony's bizarre RPG/Sim City hybrid *Dark Cloud* is going to be just such a combination.

First up, you'll be forgiven for thinking that Nintendo had suddenly set up shop on your Sony machine, for *Dark Cloud* certainly has the bright, colourful cutesy style and lock-onable sword-slashing antics of the loveable *Zelda*.

Softography
These guys have also made...
Dark Cloud is Level-5's first game...

ACCESSIBLE RPG

But it goes deeper than that. It's much more of an RPG than Miyamoto's masterpiece was, and it also borrows the best bits of *Final Fantasy 7*'s Materia system, whereby magic stones can be attached to existing weapons to develop new powers – but in a much more accessible way for RPG-phobes.

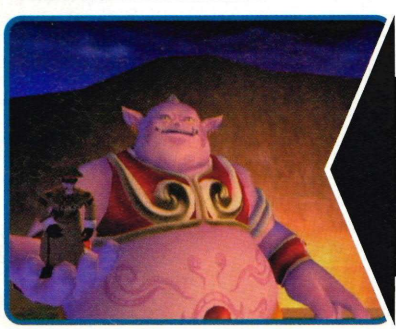
Then there's this *Sim City*-style business, dubbed Georama. *Dark Cloud*'s plot describes how your village and its inhabitants were shattered into pieces by an evil genie and scattered throughout the land. But the kindly Fairy King (bear with us here) sealed the bits in pods, and it's up to you to find the bits and rebuild the town – in any way you want.

"... It's like *Zelda*, but it also borrows the best bits of *FF7*'s Materia system..."

And once you've rebuilt a house the grateful occupant will give you something special. Clever, huh?

The finished game boasts a selection of characters that join you, and a *Shenmue*-style Action Time Event which involves careful button pressing to get through.

The graphics are top stuff – in a cutesy Japanese kind of way – and, hopefully, the blend of action and simple RPG antics will deliver a tasty treat.



WHAT AN IN-GENIE-OUS IDEA THAT IS!

Here's the fat bloater responsible for destroying your village and casting it to the corners of the Earth. This evil genie was awakened from his 400 year slumber by the nasty warlord Colonel Flag (the big-nosed bloke he's holding in his hand). Thankfully a kindly magician, the Fairy King, sealed the pieces in protective pods and gave you the power to rebuild the village as you see fit. You'll need to scour each dungeon to recover the pieces.

It's shots like this that made people start comparing *Dark Cloud* to *Legend of Zelda* on N64. Wonder why?

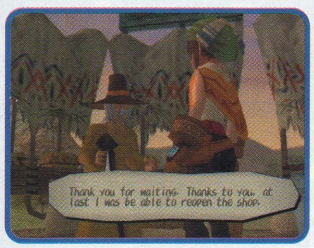
CHANGING ROOMS!

Dark Cloud features the unique Georama system, which allows you to rebuild villages from all the bits you've collected in the dungeons. It's easier than it looks.

▲ You'll start with a bare plot of land, and you can place buildings anywhere you want.

▲ A couple of minutes later and you've built yourself a town. Now you can walk around it.

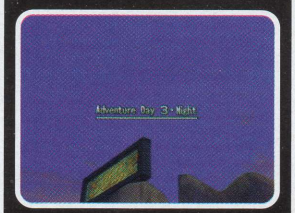
▲ Join all the pieces missing from a house and you'll activate an event.



◀ The town's shopkeeper is so pleased you've rebuilt his business that he opens up shop for you. Now you can buy useful items.

NIGHT & DAY!

Another element *Dark Cloud* borrows from *Zelda* and *Shenmue* is the realistic times of day. Hang around outside and you'll see the sun rise in the morning, then darken as the day goes on and the stars come out at night, albeit at a much speeded up rate.



▲ Don't panic. You haven't been playing that long. The game isn't in real time.

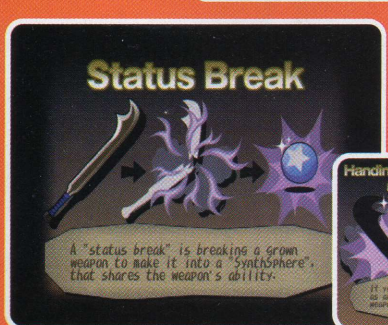
▲ Another day of action dawns. You can almost feel the sun on your face.

A KIND OF MAGIC!

Final Fantasy 7 fans will be instantly at home with *Dark Cloud*'s magic system, which involves attaching elements like ice, fire and lightning to your weapons.

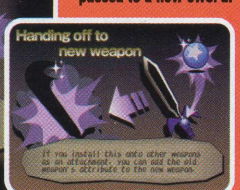
▲ Every time you use a weapon, its experience grows. You can then 'spend' those experience points on creating a more powerful blade.

▶ Magic powers can be attached permanently to a sword when it grows to its next level.



◀ A grown weapon can be broken so it'll turn into a magic sphere..

▼ ... Its power can be passed to a new sword.



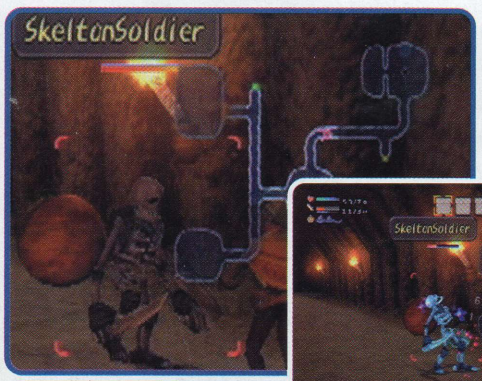
WATER-WAY TO GO!

Dark Cloud's graphics aren't astounding but occasionally you'll be grabbed by amazing effects, like rippling water pools that heal and quench thirst, and some lovely lighting.

These are some of the best water effects we've seen so far. The ripples behave just like the real thing.

LOCK-ON TARGET!

Zelda's Z-targeting system – which allows you to lock-on to an enemy during battle – has, erm, heavily influenced *Dark Cloud*'s. Actually, it's just the same.

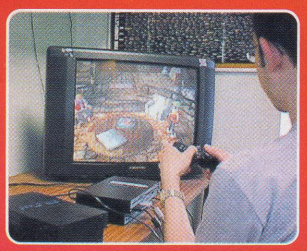


◀ Pressing ◎ locks-on to the nearest enemy. Hitting R1 locks-on to another target and L1 is for defence.

▶ Yep, it's just the same as *Zelda*. If you can't beat 'em, join 'em.

First Impressions

Zelda on PS2? Well, nearly.



While *Dark Cloud* may come across as a rip-off of the best bits of *Zelda*, *Final Fantasy* and *Shenmue*, it manages to blend these very different game styles together in one impressive package.

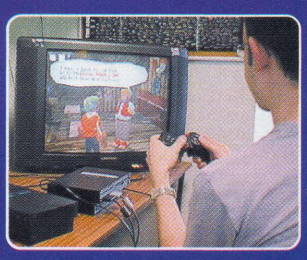
The dungeon exploring portion of the game does get a little too close to *Zelda* for comfort at some points (opening chests to find maps and keys feels just the same) but there are sub-quests within the dungeons that allow access to secret areas full of booty – something *Zelda* didn't manage.

The Georama mode offers a welcome break from being stuck underground for hours. And it's not just a gimmick; it's vital for uncovering clues and obtaining special items.

It looks like being a huge game, and we're hoping the business of collecting bits of villages won't get tedious and there'll be a strong story to drive it along.

The combat system might be a bit basic for those used to *Zelda*'s frantic jumping and slashing, and the fact your weapons break (easily) could become annoying.

Overall, though, *Dark Cloud* plays like a Greatest Game Moments compilation, which is no bad thing. Is imitation the most sincere form of flattery? We'll see.



GOOD COP BAD COP

The best bits from *Zelda*, *Shenmue* and *Final Fantasy*, but more. The Georama system is a whole game in itself.

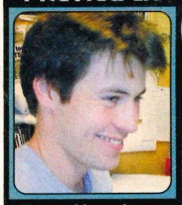
May be too similar to *Zelda* for some. The dungeons could become repetitive, and the breaking swords are annoying.

WHERE IT'S AT

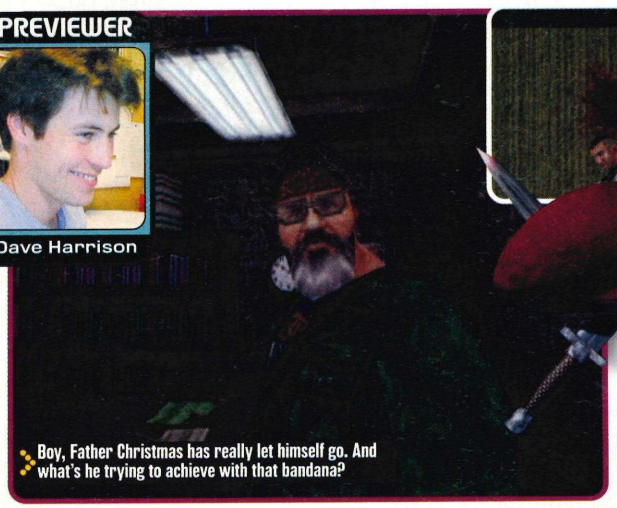
Been in development for ages but it's almost here. Could be sleeper hit of the summer for action and RPG fans.

OUT: JUNE | FORMAT: DC | PRICE: £40 | DEVELOPER: RUNECRAFT | PUBLISHER: CRAVE | FEATURES: MOUSE/KEYBOARD | OTHER FORMATS: PC | CALL: 0208 944 9000 | PLAYERS: 1

PREVIEWER



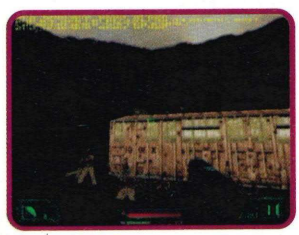
Dave Harrison



Boy, Father Christmas has really let himself go. And what's he trying to achieve with that bandana?

We're not too sure what that football thing is, but we have a sneaking suspicion that it's one of the warheads. They don't look that hard.

▲ Two guys are taken down with what looks like the sharp end of a remote control.



▲ One of the best sequences in the game is this shoot-out on a moving train.

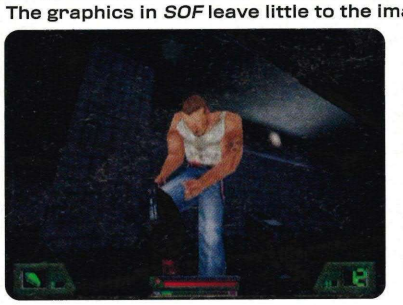
Soldier of Fortune

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...NE

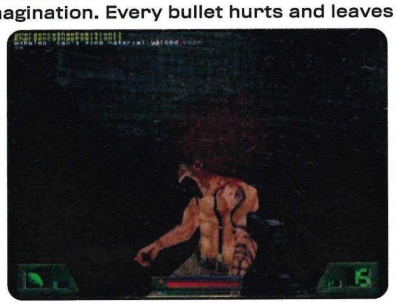
Hold on to your fatigues and booties. This is the game that puts the 'vile' into violence.

THAT'S GONNA LEAVE A MARK!

The graphics in *SOF* leave little to the imagination. Every bullet hurts and leaves some nasty stains.



▲ Dance! Shake your bootie! Work it girlfriend. One shot to the knee cap and they're hopping mad.



▲ This isn't a game for the faint hearted and makes *Unreal Tournament* looks like the teddy bears' picnic.

▲ Shoot them in the neck and you get this excellent 'I'm just adjusting my neck tie' animation.

When *Soldier of Fortune* came out for the PC last year, it stuck out from the other first-person shooters because it was so violent.

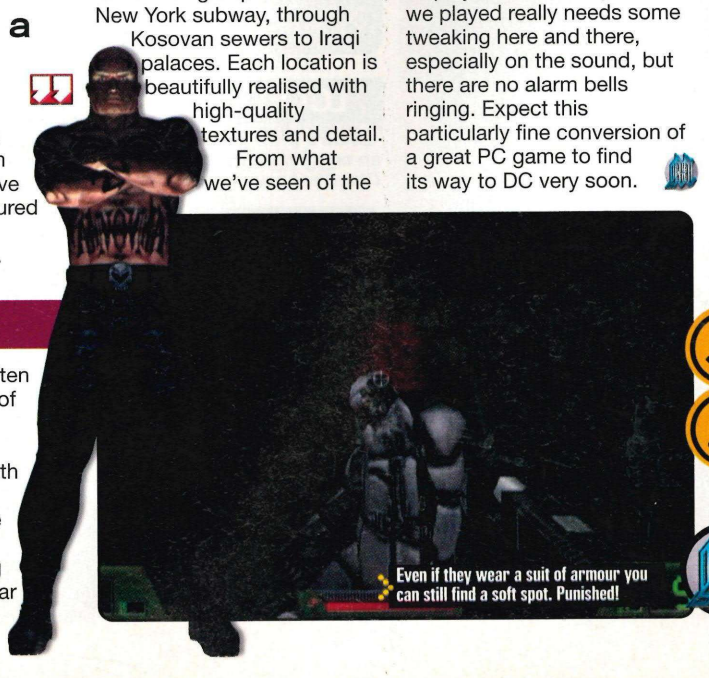
Sure, most games involve some gore, but no game explored the impact that the bullet has on the virtual body with such detail as *SOF*. Each polygonal body could be shot in 26 different places, which meant hands, feet, legs, arms and heads could all be blown off efficiently. But you tend not to try this out on a live opponent. It's the methodical treatment of the dead that most gamers got stuck into. Looming over a fallen felon you could reduce a corpse to a limbless torso with a few choice shots. Even the most hyper-sensitive among us have been lured into the fascination of abusing the deceased. Haven't we?

...Reduce a corpse to a limbless torso with a few choice shots...

MEATY!

This grisly feature is often the main talking point of *SOF*, but there's an accomplished action game hiding underneath the guts and sinew. You take control of the *Soldier of Fortune* in question, who is trying to retrieve some nuclear warheads that have been nicked by terrorists with ill intentions.

To achieve this you have to trail the group from the New York subway, through Kosovan sewers to Iraqi palaces. Each location is beautifully realised with high-quality textures and detail. From what we've seen of the Dreamcast version, it's a direct port of the PC version – every bit as violent and just as playable. The early code we played really needs some tweaking here and there, especially on the sound, but there are no alarm bells ringing. Expect this particularly fine conversion of a great PC game to find its way to DC very soon.



Even if they wear a suit of armour you can still find a soft spot. Punished!

Softography

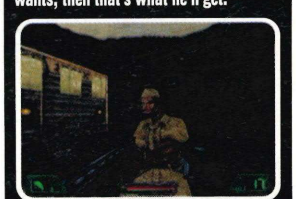
These guys have also made...

GTA: London 1969	81%
Caesar's Palace 2000	62%
Spec Ops	58%
Scrabble	52%

GLOBAL!

As your path of death and destruction takes you right across the globe you'll meet every sort of lowlife you could possibly imagine. You start off shredding organised street gangs in New York before setting off to take on small armies in much more remote locations.

▲ With a haircut like that he's just asking for trouble. And if that's what he wants, then that's what he'll get.



▲ It doesn't matter if they're from New York, Sedan or from Iraq, they're all allergic to fast-moving lead.

GOOD COP BAD COP

With *Quake 3* and (eventually) *Half-Life*, the DC will soon have three of the best PC shooters.

Unfortunately they're won't be any multiplayer options – online or splitscreen. Shame.

WHERE IT'S AT

All the meat and potatoes have been cooked. We're just waiting for the gravy.

WRESTLING

THE ROCK	HARDY BOYZ
1835	3040
APA PROTECTION	BUH-BUH RAY DUDLEY
3042	3043
CHYNA	RAYON DUDLEY
3044	3045
COOL H	KANE
3046	3047
KA KURT ANGLE	STONE COLD STEVE AUSTIN
3048	3049
DEADMAN THE UNDERTAKER	TRIPLE H
3050	3051
Y2J	RIKISHI
3052	3053
TEST	BIG SHOW
3054	3055
HARDCORE	WRESTLEMANIA
3056	3057
RAW IS WAR	SMACK DOWN
3058	3059

FOOD&DRINK

BACARDI	Budweiser
4320	4322
BURGER KING	Carlsberg
4323	4324
Coca-Cola	Red Bull
4325	4337
BACARDI	Heineken
4321	4328
I ♥ BEER	I ♥ CHOCOLATE
4329	4330
I ♥ VODKA	m&m's
4331	4332
	PEPSI
4333	4334
Pizza Hut	PRINGLES
4335	4336
	SNICKERS
4338	4339
TEQUILA	VODKA
4340	4341

MUSIC

X-ZIBIT	ATOMIC KITTEN
4150	4151
BACKSTREET BOYS	BAHA MEN
4152	4153
COLDPLAY	CRAIG DAVID
4154	4155
Fatboy Slim	Dido here with me
1682	4158
DR DRE	dream
4159	4160
FUN LOVIN' CRIMINALS	GORILLAZ
4161	4162
Jakatta	limp bizkit
4163	4164
melanie b	NELLY FURTADO
4165	4166
OUTKAST	PAPA ROACH
4167	4168
toploader	ARTFUL DODGER
4171	4173

MUSIC

Spice GIRLS	EMINEM
1547	1555
S CLUB 7	vengaboys
1564	1668
Stereophonics	DESTINY'S
1670	1672
ABBA	BOYZ-N-DA-HOOD
1679	4002
STAINES	Shaggy
4011	4110
Robbie	Britney
4111	4113
ELVIS IS THE KING	Madonna
4114	4115
CHER	destiny's child
4117	4157
RONAN	samantha mumba
4169	4170
U2	METALLICA
4172	0845

FOOTBALL

ROVERS	the blues
3502	3503
RED DEVILS	FULHAM F.C.
3511	3938
FOREST	QPR QUEENS PARK RANGERS
3943	3946
SHEFFIELD WEDNESDAY	WATFORD F.C.
3948	3959
WEST BROM	CHELSEA
3960	4240
DERBY	EVERTON
4241	4242
IPSWICH	LEEDS
4243	4244
LEICESTER	LIVERPOOL
4245	4246
Newcastle	TOTTENHAM
4247	4248
CITY	RANGERS
4271	4272

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	LARA
3431	4090
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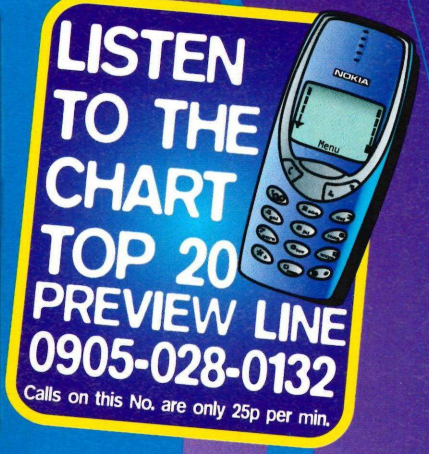

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In My Life	3465
Let It Be	0211
Love Me Do	3466
Nowhere Man	3467
Obladi	3468
Run For Your Life	3470
We Can Work It Out	3469

Film Themes

The Adams Family	0003
Beverly Hills Cop - Axel F	0173
James Bond	0025
Halloween	0065
Indiana Jones	0199
Mission Impossible	0222
Star Wars - Main Theme	0151
Superman	0152
Titanic	0157
The Great Escape	3548

TV Themes

Benny Hill - Yakety Sax	0021
Fawlty Towers	0049
Flintstones	0052
Knightrider	0205
Monty Python	0085
Match Of The Day	0221
Have I Got News For You	0101
Scooby Doo	0128
Simpsons	0132
X-Files	0244

Wrestling

APA	3486
Chyna	3487
Kane	3485
Kurt Angle	3480
Raw	1839
The Rock	1836
Stone Cold Steve Austin	3481
Too Cool	1840
Triple H	3482
Undertaker (New)	3484

Football

Blue Is The Colour - Chelsea	4141
Blue Moon - Manchester City	4130
Fields Of Athenray - Celtic	3547
City Till I Die	3540
Comin Round The Moun.. - Arsenal	4131
Day Dream Believer - Sunderland	4132
Delilah - Stoke City	4133
Glory, Glory - Manchester United	4134
Forever Blowing Bubble - W Ham	4136
Keep Right On Till The. - Bham City	4137
You'll Never Walk Alone - Liverpool	3545
Nay Nay Never - Burnley	4138
Play Up Pompey - Portsmouth	4139
Up The Dale - Rochdale AFC	4142
Z Cars - Everton	3546
Vindaloo - England	3542
When The Saints... - Southampton	3544

Recent Hits

X - Xzibit	3725
Burn Baby Burn - Ash	3753
Piano Loco - DJ Luck/MC Neat	3723
Pure And Simple - Hearsay	3729
S**t On You - D12	3722
Seven Days In The Sun - Feeder	3754
I Need You - LeAnn Rimes	3737
Love Be Your Energy - R. Williams	3762
Happiness - Sound De-zign	3756
Shut Up And Forget About It - Dane	3710

Dance

American Dream - Jakatta	3697
Zombienation - Kermkraft	1512
Blue - Eifel 65	0283
Chase The Sun - Planet Funk	3674
Chillin - Modjo	3743
Dream to me - Dario G	3685
Feel The Beat - Darude	1577
Heart Of Asia - Watergate	1588
I Wanna Be U - Chocolate Puma	3730
Played a live - Safri Duo	3680
Pop Ya Collar - Usher	3675
Right Here Right Now - Fatboy Slim	0368
Salsoul Nugget - The Girl Next Door	3742
Show Me The Money - Architects	3749
Since I Left You - Avalanches	3746
Sky - Sonique	1517
Silence - Delerium	1578
Stutter - Joe feat Mystikal	3693
The Vision - Mario P/ DJ Arabesque	3717
Thong Song - Sisqo	0395
Toca's Miracle - F ragma	0394
Touch me - Rui Da Sliva/ Cassandra	3679

Pop

Amercian Pie - Madonna	0267
Angels - Robbie Williams	0268
Beautiful Stranger - Madonna	0219
Boom Boom Boom - Venga Boys	0284
Burning Down The House - T Jones	0287
Dancin in the moonlight - Toploader	3682
Feels So Good - Melanie B	3708
Im Like A Bird - Nelly Furtado	3713
Kids - Robbie And Kylie	1519
Livin La Vida Loca - Ricky Martin	0340
Loco - Fun Lovin Criminals	3692
Mambo No 5 - Lou Bega	0342
Millennium - Robbie Williams	0346
Music - Madonna	1501
Sex Bomb - Tom Jones	3716
Straight Up - Chante Moore	3731
Stuck in a moment you cant.. - U2	1585
Teenage Dirtbag - Wheatus	0374
Things I have seen - Spooks	3745
Think About Me - Art Ddgr/ Michelle	3671
Were Going To Ibiza - Venga Boys	3690
Who Let The Dogs Out - Baha Men	3681

R N B

Case of the Ex - Mya	3728
Fill Me In - Craig David	0250
I Belive I Can Fly - R Kelly	1576
Missing You - Puff Daddy	3672
No Scrubs - TLC	0311
Say My Name - Destiny's Child	0371
Shaggy - It Wasn't Me	1518
The Storm Is Over - R Kelly	1584

Indie

Bitter Sweet Symphony - The Verve	1587
Breathe - Prodigy	0154
Don't Look Back In Anger - Oasis	0286

Rap

Changes - Tupcac	4122
Ms Jackson - Outkast	0294
Real Slim Shady - Eminem	3706
Stan - Eminem	1515
The Next Episode - Dr. Dre/ Snp Dog	1513
Why Does It Always Rain.. Travis	3676

Rock

American Woman - Lenny Kravitz	0258
Bat Out Of Hell - Meatloaf	1583
Jaded - Aerosmith	3724
Last Resort - Papa Roach	3691
Pantera - Cowboys From Hell	0111
Rollin - Limp Bizkit	3673
Walk This Way - Aerosmith	0005

70's

Dancing Queen - Abba	1507
Tubular Bells - Mike Oldfield	0159
Money Money Money - Abba	0095
Mull Of Kintyre - Wings	0224
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YMCA - Village People	0167

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E3 2001

THE GREATEST GAMES SHOW ON EARTH!

The letter E. The number 3. Chuck 'em togther above an aircraft hangar sized hall in Los Angeles and you've got the world's biggest games show. Held every May, E3 is where everything we'll be playing for at least the next year is shown off on extravagant video screen and dancing girl packed stands

And this year's E3 was a biggie – with the very first playable Gamecube games on Nintendo's huge stand attracting the most traffic. Even the mighty pair of Sony and Microsoft looked slightly preturbed by Ninty's display. But they still put up a massively impressive fight. Sony with their shocking online announcements (see page 9) and a stand that couldn't be beaten in terms of quantity and quality of titles. Whereas Microsoft had the finished Xbox and nearly 80 very tasty looking games to show it off. It was a damn good show for PC too, with some amazing looking first-person shooters and strat fests.

All in all, there were over 700 games on show. Over the next 16 pages you'll find all the titles that matter, live and direct from E3 with GM's spot-on first impressions. It's as good as being there, but without having to elbow sweaty Americans off of all the good games!

OUT: LAUNCH | DEVELOPER: FACTOR 5 | PUBLISHER: LUCASARTS | SPECIAL FEATURES: MEMORY CARD | SHIPS: SIX | LEVELS: 11 | PLAYERS: 1

Star Wars Rogue Leader: Rogue Squadron 2

Take to the skies for LucasArts' ace super Gamecube flying-shoot-'em-up.

In a nutshell
It's the sequel to N64's *Rogue Squadron*, which takes the form of an action flight sim where you join Luke Skywalker and co to battle against the evil Empire and save the world.

What's special about it?
Eleven levels of *Star Wars* magic are featured here. There are six ships to handle, including X-wings and Snowspeeders, as you take on the might of the Empire fighting the trench battle at the Death Star and the defence of the rebel base on Hoth. It will fulfil all your Skywalker dreams.

NEW GIMMICKS

Also it's one of the first games that uses the dual function of the Gamecube pad's analogue buttons. Squeeze on the shoulder buttons to accelerate, click them right down to go into hyperdrive.

Is it any good?
There's absolutely no way that anyone can't be impressed by the graphics. Sure, we've seen the *Star Wars* universe rendered before, but never in such amazing detail, particularly in such a fast moving game. The Bespin level is riddled with complex towers and turrets which lose none of their detail no matter how close you zip by them.

MOVIE-LIKE

This, combined with realtime effects for every laser blast and absolutely no slow down, makes it the closest you can come to actually playing the movie. If the gameplay even so much as matches N64's *Rogue Squadron*'s, this'll be a classic.

Will it be massive?
Most *Star Wars* games are disappointing – think *Jedi Power Battles* and *Star Wars Demolition* – but they still sell well. So, if *Rogue Squadron* can provide the gameplay to match the graphics, this could prove to be *the* Gamecube launch game.

The Best Bit

Reliving those magic moments as you batter down the trenches of the Death Star in the Yavin levels.

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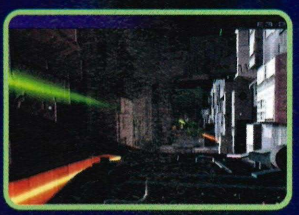


▲ Using the Y buttons you can command your wing men to watch your tail or focus their fire all on the same target.

▲ The enemy fire comes from above and below. You have to deal with enemy fighters and aggressive ground troops.

▲ The A button is for primary attack. Hold it down for a powerful laser bolt or tap it for rapid but weaker fire.

▲ An Imperial Bomber feels the pain of a Rebel laser blast. No other *Star Wars* game has looked so convincing.

"... We've seen *Star Wars* games before, but never in such detail and as fast moving as this..."

GM @ E3 Verdict

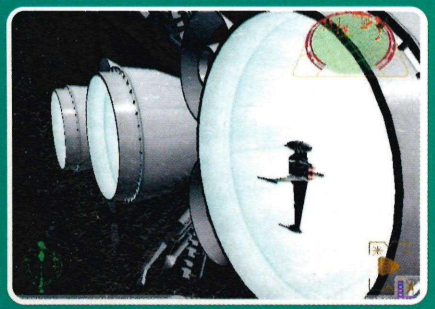
:) Never before have the sights and sounds of *Star Wars* been so convincingly recreated.

:(It looks good, but will the flying-around-shooting-things idea still be fun after 11 levels?

▲ Just look at the detail on that TIE Fighter and this is a realtime in-game shot. Can you see the pilot? Er... no.

DOUBLE THE SUN, DOUBLE THE FUN!

Every scene, every ship, and every sound effect remains faithful to the films. Such is the detail that on the Tatooine levels you'll be able to see the setting and rising of the twin suns – in realtime too! And the great thing is it's all taken from the original trilogy, so there's no daft Trade Federation or Binks.

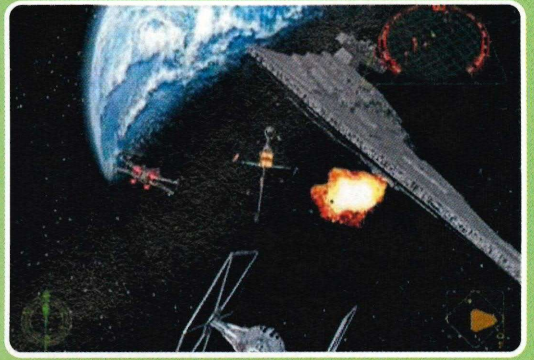


▲ Every wondered just how big those Star Destroyers are? Well this should give you some idea. Quite large.

▲ Every single laser blast and explosion has its own realtime lighting effect. This is really real. In a sci-fi way that is.

FANCY OF FLIGHT!

The D-pad controls movement, with the A button for your primary weapon, B your secondary, and the C-stick controls the camera, to watch out for attacks.



GM'S 5 BEST & 5 WORST OF E3!

BEST - NO.1
Rogue Leader on GC. Simply stunning *SWars* action.

WORST - NO 1
Wave Race. Not bad, but dissapointing.

BEST - NO. 2
Stuntman. Innovative and techinally great.

OUT: LAUNCH

DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
SPECIAL FEATURES: ANALOGUE CONTROL
DEMO LENGTH: 15 MINUTES
DEMO ROOMS: 12
PLAYERS: 1

Luigi's Mansion

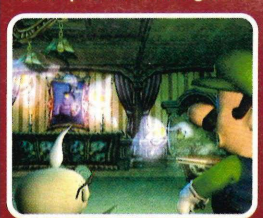
It's Luigi's time in the spotlight as Nintendo goes all survival horror with a vacuum cleaner. Sort of.

Each time you open a door you get these amazingly detailed cutscenes.

SPOOKED!

After Luigi discovers that Mario is nowhere to be found in his mansion, he meets a paranormal investigator who teaches you how to catch the ghosts. The trick is to walk backwards once you've got a ghost trapped by your suction. It's just like fishing, really.

Great barnet! It must be from all the hair-raising sights he's seen in his life as a paranormal investigator.



It's not exactly *Ghostbusters* but at least it's a change from all the platforming. Quite a brave step.

In a nutshell
Luigi inherits a mansion and gets Mario to meet him there to check it out. When he turns up though, he find that the house is teeming with ghosts and there's no sign of Mario. To find him he must battle the spooks with a vacuum in this puzzler/adventure.

What's special about it?
It's made by gaming god Shigeru Miyamoto and is his first contribution to Gamecube. His *Mario 64* made N64 an essential purchase, so we're expecting similar high standards to be met here. It's got fantastic graphics and intriguing gameplay – Luigi must stun ghosts with a flashlight and then suck them up with a vacuum cleaner!

Is it any good?
Well... first off it's very tricky

> "... Luigi stuns ghosts with a flashlight then sucks them up with a vacuum..."

to control as the left analogue stick controls the flashlight, while the C-stick controls Luigi. You experience the same disorientation as you do when you play first-person shooters. It looks really nice though, especially with the spooky realtime shadows, but there's not much that's exciting to do at this demo stage. It has to get better, especially if it's to have the same impact as *Mario 64* did.

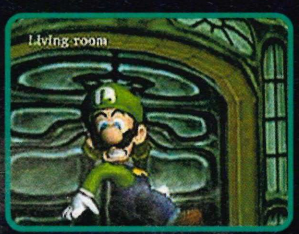
Will it be massive?
It's Nintendo's flagship game for Gamecube's launch. The thinking is that it will be one of the launch games that people automatically buy. Trouble is, it has to be more than just sucking up ghosts or gamers will be a bit wary. Fun, but it won't have had the same impact as the *Mario 64* debut.

The Best Bit

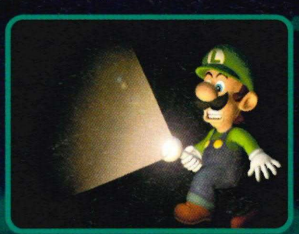
Letting Luigi look at a ghost too long and watching him back peddle and fall over in sheer terror. What a tool!

Being a resourceful chap, Luigi uses the Game Boy like a walky talky to communicate with the paranormal expert.

The ghosts have a cutesy Casper look to them, for the very sensitive among you.



He's not the bravest of fellas and quakes in terror if he looks at a ghost too long, but he must struggle on to save his brother.



A classic, or will it, quite literally, suck?

GM@E3 Verdict

:) It's Shigsy's first game for Gamecube, truly unique and looks good enough to cuddle.

:(If this wasn't Shigsy and Nintendo we'd be suspicious of such a daft game.

OUT: LAUNCH

DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
AI RACERS: 7
PLAYERS: 1-4

Wave Race: Blue Storm

Wave Race returns. Drink my ocean spray!

The Best Bit

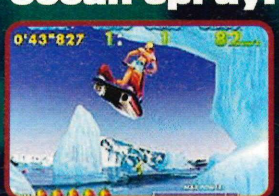
The buoys marking the course move slightly due to the waves, making each lap different. Brilliant!

In a nutshell
It's the Gamecube's version of *Wave Race 64*, so it's time to get back on those jet skis for some wet 'n' wild racing sim fun.

What's special about it?
Wave Race 64 was one of the best games on N64. If Gamecube can improve on the graphics while retaining the fantastic handling, it will be able to boast of having the *Gran Turismo* of the waves to its name.

Is it any good?
It should be brilliant but it just looked like the N64 version but with a few smoother textures. The riders looked cooler as they don't wear helmets this time and there's more emphasis on shortcuts than the original, but we were hoping for so much more.

Will it be massive?
There are enough fans of the '64 version to make this a hit but, from the demo, it looks more of a wash-out than a sure fire hit. Has to improve a lot.



GM@E3 Verdict

:) One of the best multi-player games returns with the might of Gamecube behind it.

:(Rather than washing us all away with its majesty it was more of a damp squib. May not meet expectations.

WORST - NO.2
Frogger The Great Quest (PS2). No road! :(

BEST - NO. 3
Smackdown 3 on PS2 . Just bring the best looking wrestler we've seen on. :)

WORST - NO.3
Hugo: Black Diamond Fever. :(

BEST - NO.4
Allied Assault , but PC competition was stong. :)

OUT: LAUNCH DEVELOPER: NINTENDO PUBLISHER: NINTENDO CHARACTERS: 15 PLAYERS: 1-4

The Best Bit

That feeling you get when you beat up Mario with a big ape is really something special.

Super Smash Bros. Melee

Ninty's beat-'em-up packs an all-star punch.

In a nutshell
Mario, Donkey Kong and co get a bit tasty in this platforming beat-'em-up.
What's special about it?
It's our first chance to see Ninty's greatest characters on Gamecube, and they look tastier than a bacon sarnie.
Is it any good?
Yes. It's *Super Smash Bros* – no more, no less. The only difference is the amazing visuals, particularly in the environments like the *F-Zero* tracks, which have fleets of hovercrafts zipping past the action. Also there are new weapons and characters, like Sheik (from *Zelda*) and the Ice Climbers, though it's not a fresh gaming experience.
Will it be massive?
Good way for Ninty to get all their stars in one launch game. Fans of the original will be interested in it. Non-devotees can enjoy the graphics and get sucked into the scraps.

GM@E3 Verdict

:) More multi-player magic. Your fave Ninty characters have never looked better.

:(It's basically the same game as the N64 version. Hardly awe-inspiring.

▲ Not like Pikachu to run away from a fight! We thought Pokémon liked nothing better than a good scrap.

▲ You won't need a Multitap for a four player battle on Gamecube. Like N64 it has four controller ports. Excellent!

OUT: LAUNCH DEVELOPER: NINTENDO/RARE PUBLISHER: NINTENDO SHAPE OF FOX'S TEETH: ROUND! PLAYERS: 1

Star Fox Adventures: Dinosaur Planet

Dinosaur Planet gets itself a new hero and an updated release! Touch wood.

In a nutshell
The 3D action/adventure *Dinosaur Planet* gets rewritten for Gamecube and a new star, Fox McCloud.
What's special about it?
Huge, lavishly detailed environments to explore, and huge lizards to battle and interact with.
Is it any good?
There's no doubting that it looked absolutely stunning. Each environment seemed to stretch on forever, which filled you with anticipation and a hunger to explore. But it did seem strange to see Fox wandering out of his cockpit.
Will it be massive?
Tricky. It's the first non-flight-based *Star Fox* game and, while the game seemed technically excellent and the graphics were jaw-dropping, it didn't look that exciting. Could be a case of style over substance.

GM@E3 Verdict

:) Rare don't usually fail and, by the size of this, it looks like you have a whole planet to explore.

:(*Dinosaur Planet* was problematic on N64 and may not have improved sufficiently for the Gamecube version.

Witnessing first-hand the vast landscapes, teeming with life and challenges.

▲ Fox McCloud, wielding an intergalactic staff (?), has to save the planet from the evil General Scales.

▲ Some dinos are out to smack your face in, others will help your liberate the planet.

E3 Extra

Metroid (GC)
The beloved *Metroid* returns, having skipped N64. Not playable at the show, but the movie of this 3D shooter showed first and third-person views. Shame it's being done by Retro rather than Ninty.

Super Monkey Ball (GC)
One of Sega's first Gamecube offerings, it features a monkey in a ball, and it's super. Roll the little monkey between checkpoints by tilting the playing field. Very simple, addictive, daft and arcade perfect.

Kameo: Element of Power (GC)
Rare's 3D action adventure stars Kameo, a young girl blessed with Manimal-type skills. She can assume the form and use the abilities of wild animals in her quest to rescue six children. Odd but intriguing.

Raven Blade (GC)
The second game developed by Retro Studios, it's still in early stages. An RPG set in a typical *Dungeons and Dragons* world, it features *Zelda* realtime action, rather than using a *Final Fantasy* format.

Donkey Kong Racing (GC)
The ape racing returns, but this time Rare have slapped Donkey and his mates on rampaging rhinos rather than small motorised carts. There was only a rolling demo at E3, but expect top quality multi-player madness all the same.

Continued on page 35

GM'S 5 BEST & 5 WORST OF E3

WORST - NO.4
Robocop (PS2). Still some work to do. :)

BEST - NO.5
Jet Set Radio Future. Gorgeous and Xbox-only. :(

WORST - NO.5
Pirates of Skull Grove (Xbox). Timber shivering. :)

OUT: LAUNCH
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
PLAYABLE PIKMIN: 100
PLAYERS: 1

Pikmin

Shigsy goes all Pokémon.

The Best Bit

Myamoto found the inspiration to make this game from tending his garden at his new house.

In a nutshell
Unique action strategy sim that encourages the nurturing of plant-like life forms to form a symbiotic relationship – by Mario's dad. Unlike anything else.

What's special about it?
As a stranded spaceman, you can control from one to 100 Pikmin at once, in an effort to retrieve bits of your crashed ship, all set against a strict *Majora's Mask*-style time limit.

Is it any good?
Strategy sims don't usually do well on consoles, but this works well. It's easy to control the Pikmin with Gamecube's C-stick. Simply throw them at something to attack.

Will it be massive?
It deserves to be. Original and simple, yet deep strategy. With Shigsy behind it, the sky's the limit.

▲ Many hands make light work, or is it antennae... Do they have hands?

GM@E3 Verdict

:) Clever, original console strategy game straight from the mind of Miyamoto.

:(Gameplay might be a bit too off-the-wall for some console owners to stomach.

OUT: LAUNCH
DEVELOPER: SILICON KNIGHTS
PUBLISHER: NINTENDO
CHARACTERS: 3
PLAYERS: 1

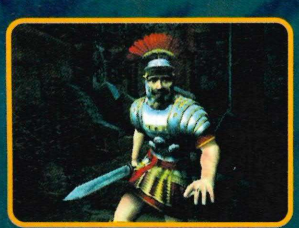
Eternal Darkness

Who said that Gamecube is just gonna be for kids? Take a look at this.

The Best Bit

Getting to play as three different charcters. It's like three games for the price of one.

In a nutshell
Moody survival horror that grants control of three characters thousands of years apart. Originally destined for N64 but now Cube-bound.



What's special about it?
The 'three character' concept is a winner. The plot involves three points in history, seen from the eyes of a Norman warrior, medieval wizard and modern gun-toting girl.

Is it any good?
Each character has its own weapon and style of play (axe, spells and shotgun), the graphics are nicely detailed and atmospheric, and it's suitably action-packed.

Will it be massive?
Resi Evil fans will lap up the combination of guns and gore, and it makes a change from Ninty's usual cutesy fare.

GM@E3 Verdict

:) With a clever plot and three different characters to play, it sounds like a winner.

:(We're not sure how well those three plot strands will actually fit together.

OUT: SUMMER (DC), AUTUMN (GC)
DEVELOPER: SONIC TEAM
PUBLISHER: SEGA
FORMATS: 2
PLAYERS: 1-4

Phantasy Star Online Ver 2.0

A Sega game on a Nintendo machine!

The Best Bit

Teaming up with gamers across Europe. "In Germany I am Johann, in England I am John."

In a nutshell
Not a sequel but an updated version of Dreamcast's excellent online RPG; now with a four-player mode, crisper graphics and new features.

What's special about it?
It's coming to both Dreamcast and Gamecube, but Nintendo will get the lion's share of special features. Game-wise, it's more or less the same game as the first, and that was brilliant, so no worries there.

Is it any good?
Oh yes. The Gamecube version features a four-player split-screen mode (which was technically impossible in the first DC game), plus a Challenge mode, extra difficulty settings, and the ability to battle with a bloke in Brazil – if you like.

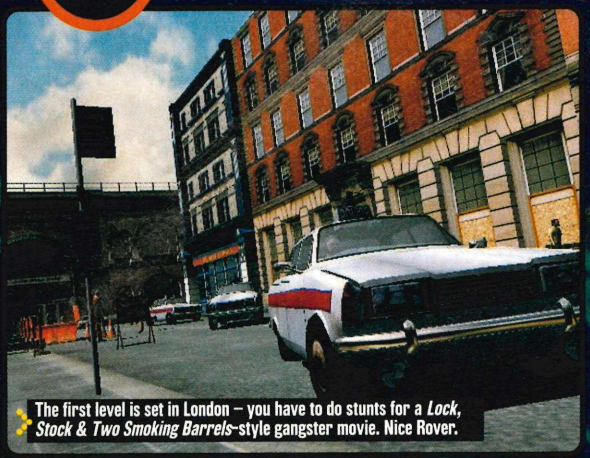
Will it be massive?
PSO nuts will love the little extras that *Ver. 2.0* adds, and for many it'll be their first taste of multi-player RPG heaven. Could tempt Sega fans. We can't wait.

GM@E3 Verdict

:) One of the best RPGs in existence is about to get a whole lot better.

:(Might be too similar to the original *PSO* to warrant another purchase.

OUT: SUMMER 2002 | DEVELOPER: REFLECTIONS | PUBLISHER: INFOGRAMES | OTHER FORMATS: NONE | PLAYERS: 1



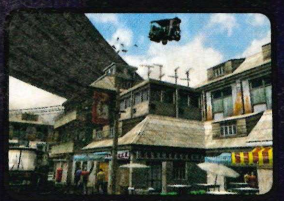
The first level is set in London – you have to do stunts for a *Lock, Stock & Two Smoking Barrels*-style gangster movie. Nice Rover.

The Best Bit

When you complete a whole film, you're rewarded with a trailer for that film inter-cut with the actual stunts that you'll have done for it. Very cool.

Stuntman

The latest from those folk at Reflections is one of the best at E3.



In a nutshell:
Latest car romp from the makers of *Driver*. You play a Hollywood stuntman and have to perform stunts for a range of movies.

What's special about it?
With six different genres and locations, including London, Egypt and Bangkok, there's loads to do. Each level's objectives are a lot more clearly defined than those in *Driver*, such as following a set route and pulling off certain stunts at particular points.

Is it any good?
It was one of the best games we saw at E3 – we can't wait for this.

Will it be massive?
Reflections' heritage speaks for itself. This promises to be both a critical *and* commercial success.

GM@E3 Verdict

:) An imaginative and original new game, offering a whole new twist to driving games.

:(Could be more of a cool gimmick than a real game. And wouldn't we rather have *Driver 3* instead?

OUT: EARLY 2002 | DEVELOPER: SQUARE | PUBLISHER: SONY | THEME: CHANGE | PLAYERS: 1

Final Fantasy 10

It's back to the future for Square as *Final Fantasy* returns to *8*'s sci-fi style of play for its next-gen incarnation.

In a nutshell
The tenth version of the demon-summoning, random-battling RPG stars a sword slinging, sport billy named Tidus. He joins up with budding summoner, Yuna, and together they set about defeating a huge force of nature called Sin.

What's special about it?
As the first *FF* game on PS2, it boasts detailed motion-captured polygon graphics and (for the first time) speech and lip-synching instead of boring old speech boxes. When you're not chatting to your mates or fighting huge bosses, you can have a bash at blitzball, an underwater mix of basketball, football, and rugby.

Is it any good?
The game was playable at E3 and the video we saw showed it to be full of Eastern promise. There's an ancient Japanese flavour to *FF10*, despite its futuristic *FF8*-style setting. With *Gran Turismo 3*, it's the best looking PlayStation 2 game yet!

Will it be massive?
Despite mixed reactions over *FF8*, there really hasn't been a bad *Final Fantasy* game yet. Somehow we don't think Square are going to start now. It'll be huge!

The Best Bit

We can't tell you what blitzball is like yet, so it will have to be the incredible pre-rendered cutscenes. It looks absolutely gorgeous.

GM@E3 Verdict

:) Nothing on PS2 will be able to touch it for sheer playability.

:(Doesn't stray very far from the typical *Final Fantasy* style.

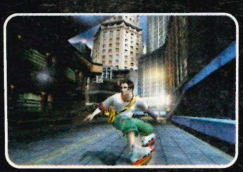
E3 Extra

Spider-Man: The Movie (GC, PS2)

Based on the movie, this looked dead early in development stage, with Spidey seemingly swinging from the clouds. Expect aerial web jousting and big name baddies when it arrives at the end of the year.

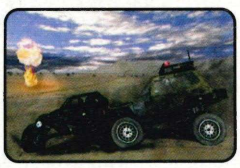
Air Blade (PS2)

Futuristic PS2 hoverboarder from the makers of DC's *TrickStyle*. Features missions, stunts and multi-player action, in a *Tony Hawk's* vein. Two player tag match was great fun but the boards are floaty.



Smuggler's Run 2 (PS2)

Features more of a story to accompany the action this time round and it's already looking very tidy indeed.



SOCOM: US Navy Seals (PS2)

Rogue Spear-style squad-based shooter for PS2, with top secret armies programmed specially for broadband network play. Sony are touting this as their online killer game but it looked very early.

EXO (PS2)

Futuristic PS2 tactical tank game from Infogrames, apparently boasting 'photometric' graphics – whatever they are. Early version looked good though.

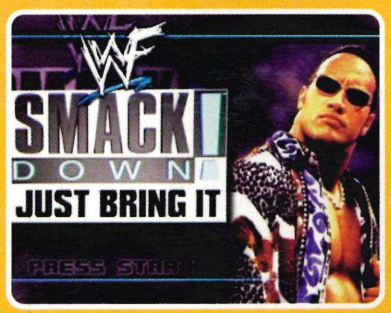
OUT: CHRISTMAS | DEVELOPER: YUKE'S | PUBLISHER: THQ | OTHER FORMATS: NONE | PLAYERS: 1-4 | WEAPONS: 18 | PLAYERS: 1

The Best Bit

There are loads of nifty new touches, like being able to see your match on the huge Titantron at the back of the arena.

THAT'S THE BOTTOM LINE!

Due to the difficulties of programming for PS2 as compared to PSone, there will actually be less characters in *Smackdown 3* than there were in *Smackdown 2*. Fear not though, the likes of The Rock and Undertaker will remain intact – only the *WWF Metal*-level characters will be dropped. Phew!



▲ Fair play, this is actually one of the best nonsense game titles ever – what is a Smackdown, after all?

▲ With around 70 different types of matches, you're not going to run out of things to do – or people to hit.

WWF Smackdown: Just Bring It

'Tis the first WWF game for PS2, but will it live up to its predecessors?

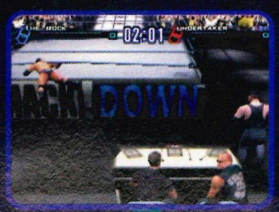
In a nutshell: It's basically *Smackdown 3*, on PS2, with all the characters you'd expect, from The Rock to Stone Cold Steve Austin, and more matches and modes than you can shake an announcer's table at.

What's special about it? There will be a staggering 70 different types of match, from basic one-on-one scraps to Fatal Four-Way Tables, Ladders and Chairs Title matches. It's also the most visually impressive *Smackdown* by far – the wrestlers look a lot more life-like, even down to skin textures and facial expressions. You'll really be able to see The Rock do that stupid thing with his eyebrow.

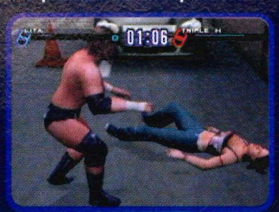
Is it any good? Oh yes, this is as playable and entertaining as ever, with the characters' movements smooth and responsive. Only the Exhibition mode was up and running at E3 but it was impressive, not least because it had up to eight characters on screen at once with no slow-down at all.

> "... There are a **staggering** 70 different **types** of matches **here**..."

Will it be massive? Yes. This will undoubtedly be one of the biggest PS2 games this Christmas.



▲ Expect more interactivity than ever.



▲ The backstage areas are more realistic.

GM@E3 Verdict

:) The best-looking *Smackdown* yet, with loads of matches and an updated list of characters.

:(How much it will improve over the last *Smackdown* remains to be seen.

OUT: NOVEMBER | DEVELOPER: TRAVELLER'S TALES | PUBLISHER: VIVENDI | LEVELS: 25 | PLAYERS: 1

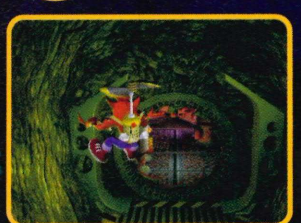
Crash Bandicoot: Wrath of Cortex

It's Crash Vs Cortex once again in the Bandicoot's fourth adventure.

The Best Bit

Watching Crash get his hairy paws on all the wonderful gadgets and machines.

In a nutshell Classic *Crash* platforming action. The Bandicoot travels five worlds looking for Cortex's evil masks.



What's special about it? Fly about using the glider and the Heli-pak, drive the Atlas Sphere Tank, zip round on a mini scooter, and try out the Crash Mech (a huge robot).

Is it any good? Even though it's on PS2 this isn't the free-roaming *Mario*-style adventure we'd hoped. It's just a flashy version of *Crash Bandicoot 3*. No fair!

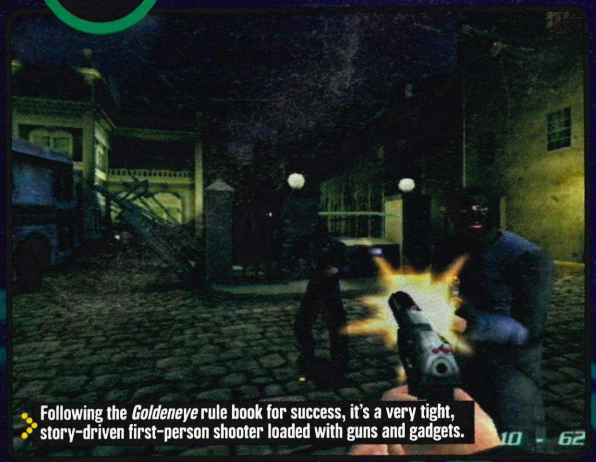
Will it be massive? The marsupial is Sony's answer to Mario. This will be huge!

GM@E3 Verdict

:) Typical *Crash*: good looking world, plenty of vehicles, and laughs galore.

:(Typical *Crash*: you can't wander around the levels as you want. Nothing new.

OUT: NOVEMBER
DEVELOPER: EA
PUBLISHER: EA
MISSIONS: 10
PLAYERS: 1-4



Following the *Goldeneye* rule book for success, it's a very tight, story-driven first-person shooter loaded with guns and gadgets.

The Best Bit

Q has supplied Bond with some cool gadgets, but his old weapon's still the best. It's the PPK.

James Bond 007 in... Agent Under Fire

Fast cars, great gadgets and gorgeous girls: guess who's back?

In a nutshell
The World is Not Enough-style shooting action with some *007 Racing* fun.
What's special about it?
It should be the complete Bond experience! Drive flashy cars, fiddle with nifty gadgets, and chat to sexy women as you travel to 10 places around the world.
Is it any good?
Might beat *Goldeneye*. The shooting bits look good, and the driving beats *007 Racing*.
Will it be massive?
Despite not being based on a real film, this will still have the Bond effect. This is heading for number one.

GM@E3 Verdict

:) Girls, gadgets, and cars. What more could you want from a Bond game? Looks good too.

:(It's not based on a real film, and the cars aren't real Bond cars.

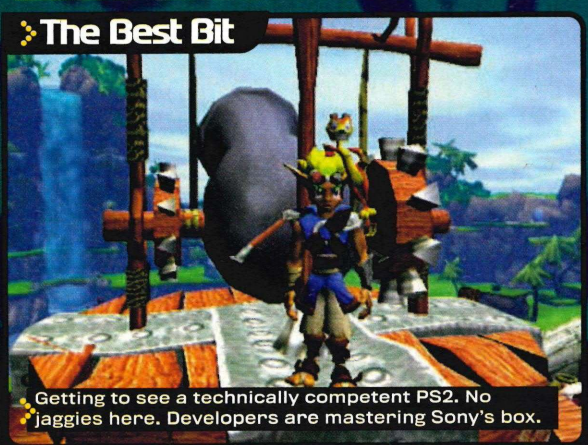
OUT: LAUNCH
DEVELOPER: FACTOR 5
PUBLISHER: LUCASARTS
LEVELS: 11
PLAYERS: 1

Jak And Daxter

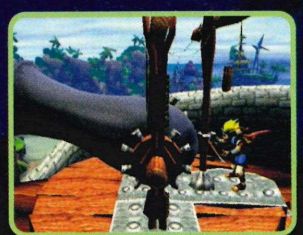
Those naughty dogs have gone off and learnt a few new tricks... Scamps!

In a nutshell
A lovely-looking 3D platformer from *Crash Bandicoot* creators Naughty Dog, it stars the elfish Jak and his best friend Daxter, who was turned into a furry ferret-like creature by evil ooze. Cue an adventure to find an old sage who is the only one with the power to return Daxter to his old self and vanquish the evil wrong-doers.
What was special about it?
With its bright colours and cartoony characters you could be forgiven for thinking it was a Nintendo game. Jak has many moves, including a Crash-like spin attack, and there are batteries to collect that power a jetbike to take you to the next level. With its fresh, spritely and boyish good looks, it really stood out from other PS2 titles.
Is it any good?
The demo we saw only had four levels, which were each based around a jungle theme. A boss fight against a giant plant was fun, in which you had to climb up his leaves and smack him in the face.
Will it be massive?
It looks amazing and it's got the playability to boot. Unlike *Crash*, you're free to explore as well as fight and collect items, plus there are lots of fun minigames to add a touch of diversity. 3D adventures of this ilk are usually the speciality of Nintendo so it will interesting to see what PS2 can offer. We'll keep a close eye on it.

The Best Bit



Getting to see a technically competent PS2. No jaggies here. Developers are mastering Sony's box.



GM@E3 Verdict

:) It looks and plays well and, hey, it's an original PS2 game, which can only be good.

:(How will the gaming public take to characters that aren't famous?.

E3 Extra

FIFA 2002 (Multi)

Souped-up version of *Road to the World Cup* that allows you to qualify for the 2002 World Cup in Japan. EA say the gameplay has totally changed. See if it's an *ISS* beater in November.

Shaun Palmer's Pro Snowboarding (PS2)

Tony Hawk's stuck on a snowy mountain. Neversoft have you speeding down the slopes, getting big air and doing cool tricks to rack up the points.

Tarzan (PS2)

Like in the PSone adventure, *Tarzan* slides through jungle levels avoiding big cats and crocs, but this time he can do some *Tony Hawk's*-style flips and rodeos. Released in November.

Herdy Gerdy (PS2)

In Core's adventure, Gerdy has to explore an enchanting Disney-style land, chat to animals, solve puzzles, and herd some sheep. Original stuff from the makers of *Tomb Raider*.

Legacy of Kain: Blood Omen 2 (PS2)

Kain finally gets what's coming to him in this sequel. After damning the world in the first game, a mysterious figure has killed his people. But it's not all bad. Playing as Kain you get to sneak up on people, control their minds, and drain their blood. Nice.

Continued on page 39

OUT: WINTER | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: DUAL SHOCK 2 | WEAPONS: EIGHT | MONSTERS: 10 | PLAYERS: 1

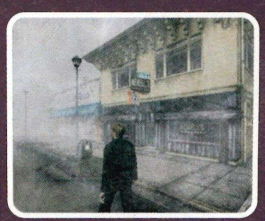
Silent Hill 2

Ahh! The joys of small town America. Friendly folk, white picket fences and mutated flesh-eating nurses.

It looks like it's a return to *Silent Hill*'s hospital to uncover the secret history of this cursed town. Hello nurse.

MISTY EYED!

As you can from these wonderful screenshots, the fog has returned. Originally, *Silent Hill* was cloaked in mist for the purpose of covering up PlayStation's shortcomings, but the developers feel it's such a part of the game's atmosphere that they've put it in the PS2 version.



James wanders round the streets unaware of the world of sadism and nightmare he'll be drawn into.

The streets have the same layout but you'll be able to reach previously unexplored parts of the town.

In a nutshell
A return to spooky *Silent Hill* as James Sanderland receives a letter from his wife asking him to meet her there. The strange thing is though, she's been dead for three years. Spooky!

What's special about it?
The original PS version was one of the few survival horrors to match *Resi Evil* for gameplay and also be genuinely disturbing to play. For the PS2 version there are a host of completely new characters and a plot that reveals *Silent Hill*'s past, which also throws some light on a few of the original game's loose ends. On top of that, this version features better graphics, and a conscious decision has been made by the developers to attempt to make it more sadistic. Mummy!

> "... The **monsters** shuffling from the **shadows** are truly **disturbing**..."

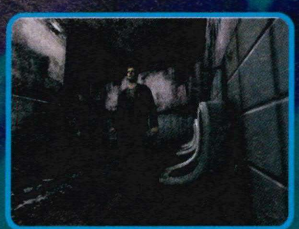
Is it any good?
Unfortunately, *Silent Hill* wasn't actually playable at E3, but from the rolling demos it's clear to see that the gameplay remains much the same as before – we saw James clutching a steel pipe and using an old radio to try and detect the presence of monsters. The streets of *Silent Hill* look familiar but much more detailed, creating a cool cinematic look. And the monsters that were shuffling from the shadows looked truly disturbing.

Will it be massive?
We think most fans of the original would be happy with essentially the same thing again, just with a new plot and better graphics – and that looks like what we're getting here. It might get an 18 certificate on release, but this horror of horrors will still be huge.

The Best Bit

Getting your first glimpse of the new night terrors that inhabit the dark side of the accursed town.

Here's Maxine. She's a friend of James' wife but it's not clear if she's on your side.



Just the place if you're kakking yourself

All the monsters have a human quality to them... yep I reckon I can make out a leg there, but he doesn't look too happy.

Dead ringer for Gary Barlow, yeah?

GM@E3 Verdict

:) Ethereal atmosphere, an incomprehensible plot and chilling monsters all spruced up with a PS2 polish.

:(Lacks the action of *Resi, Onimusha* and *Extermination* so may seem a bit pedestrian.

OUT: SPRING 2002 | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL ABILITIES: 40 | PLAYERS: 1

Maximo: Ghosts to Glory

Capcom teach new consoles old tricks.

The Best Bit

Powering up with one of 40 special abilities available and kicking a few heads in.

In a nutshell
It's just *Ghosts and Goblins* with an extra dimension of play slapped in and hoisted onto PS2.

What's special about it?
It's an all-time arcade classic pumped up for the next-gen machine. With great character design, it's also simple and frantic to play – classic traits for a good game. This is a breath of fresh air compared to many games around, that end up being a tad serious.

Is it any good?
The gameplay is simple but is pepped up with neat tricks, such as the environment constantly changing due to seismic activity, and the need to collect souls that can be traded to Death for Continues. The dynamic nature of the animation makes it thrilling to play.

Will it be massive?
Massive is pushing it, but it will tempt many into parting with £40 through its happy-go-lucky graphics and gameplay. Daft.

GM@E3 Verdict

:) Busty, brash and bold. Simple gameplay presented inside a thick candy shell.

:(Very arcadey and a bit linear. Could end up offering as much depth as a teaspoon.

Best Racer: Project Gotham (Xbox) • Worst Racer: Europe Racer (PS) • Best Adventure: Star Fox Adventures (GC)

PS2 **OUT: CHRISTMAS** DEVELOPER: KONAMI PUBLISHER: KONAMI

Police 911

The world's first motion-tracking arcade game – now on PlayStation 2!

The Best Bit

Foxing that terrorist scum by dodging out of the way at critical moments.

In a nutshell
Home conversion of the revolutionary motion-sensing coin-op game (known as *Police 24/7* in the UK). While the likes of *Time Crisis* rely on a pedal to duck, this relies on detecting and mimicking your real body movements.

What's special about it?
If you want to duck or peer round corners Konami were showing an ace add-on – a digi-cam that can senses where you are and your movements on PS2, just like the coin-op.

Is it any good?
It can take a while to get used to but this is fab.

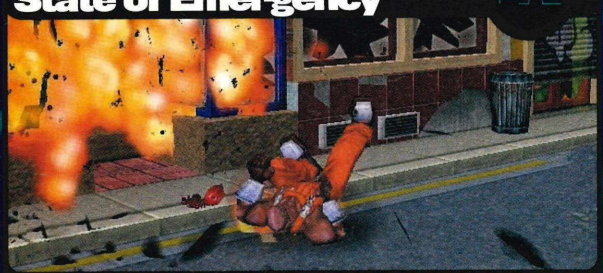
Will it be massive?
Should be heaps of fun but, like most coin-op conversions, it may suffer from having only limited appeal.

GM@E3 Verdict

:) At last, a game to breath new life into the gun game genre. Good exercise, too!

:(May suffer from coin-op conversions problems: lack of depth and longevity.

State of Emergency



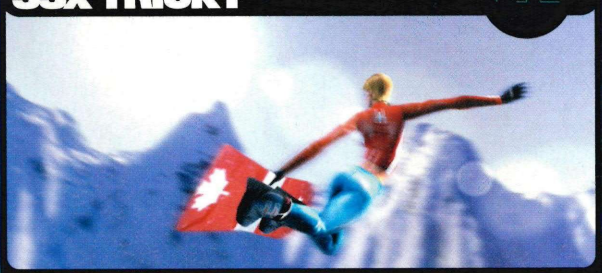
GM@E3 Verdict

Huge riot-'em-up with up to 100 characters on screen at once – most of whom are innocent bystanders, although that doesn't mean you can't kill them. Very cartoony, although it may have problems with the censors.

:) Fun update of the likes of *Double Dragon*. There's nothing like a wodge of cartoon violence.

:(Let's hope it doesn't end up a case of style over substance. How much of it will be cut?

SSX TRICKY



GM@E3 Verdict

This was originally conceived as a special edition of the original game but there's loads more in it, with a lot more emphasis on mad tricks. There are six new characters and a host of new short-cuts.

:) A definite improvement over the original game with new tricks, characters and even songs.

:(Still not a sequel – it's based on the original – so not worth it if you own the first.

Wipeout Fusion

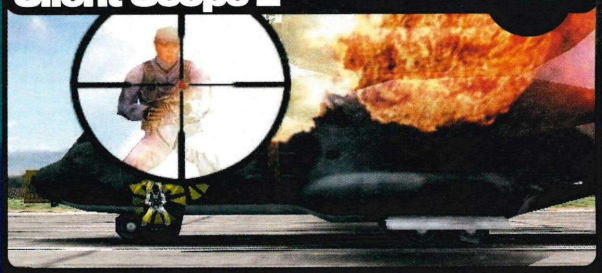
GM@E3 Verdict

Fantastic PSone future racer makes its way onto PS2. It boasts seven huge racing venues, each with its own interactive features, and three courses of increasing difficulty and differing terrain.

:) As fast as ever and loads of cool new features, including trigger pads that lower bridges.

:(The last one sold terribly, despite being great. Let's hope it doesn't happen again.

Silent Scope 2



GM@E3 Verdict

The popular coin-op shooter makes its inevitable appearance on PS2. it boasts the option of playing in two-player competitive or co-operative modes via a PlayStation 2 network cable link.

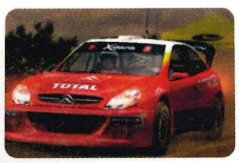
:) One of the more interesting gun games out there. Shooting terrorists never fails to satisfy.

:(Loses much of its appeal without the cool rifle/scope combo the arcade game offers.

E3 Extra

World Rally Championship (PS2)

This one's licensed to the max and about as official a rally game as you're ever likely to get. Incredibly realistic to the point they've used satellite maps, although the unforgiving handling makes it way too difficult at present.

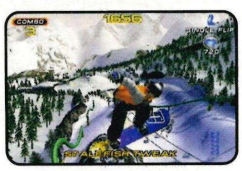


Kingdom of Hearts (PS2)

Square and, of all people, Disney team up to make a fluffy version of *Final Fantasy*, featuring characters like Goofy and Donald Duck. Why? Early days yet, though – it's not out till autumn 2002.

Cool Boarders 2001 (PS2)

It's not as if there haven't been enough *Cool Boarders* games, but here's another one. Expect nice new graphics and the same old gameplay.

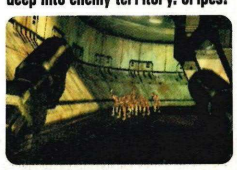


Mat Hoffman's Pro BMX 2 (PS2)

Even though the first *Mat Hoffman* has only just been released, work is well underway on the sequel. It's due out at the start of next year on PS2.

Maelstrom (PS2)

First-person shooter/space combat combo from Virgin, due out for Christmas. As a member of one of two warring bands of space pirates you'll find yourself engaging in dog fights and raids deep into enemy territory. Cripes!



XBOX

OUT: LAUNCH

DEVELOPER: BIZARRE CREATIONS
PUBLISHER: MICROSOFT

OTHER FORMATS: NONE
PLAYERS: 1-4

Codename: Project Gotham Racing

DC's flagship racer gets a Xbox makeover.

In a nutshell
Though not called *Metropolis Street Racer 2*, this is a souped-up version.

What's special about it?
In addition to the old *MSR* courses, there is a new course in New York. And MS have nabbed a special car trashing licence!

Is it any good?
If you can mash the cars up, this could be more realistic than *GT*. But they'll have to make the handling spot-on.

Will it be massive?
For serious racing fans, this will be the only decent driving game available at launch, so it will be huge if Xbox takes off.

GM@E3 Verdict

:) *MSR* was great and, with a new city and fully destructible cars, *PGR* could be even better.

:(The handling isn't as good at this early stage as, say, *Gran Turismo 3*.

XBOX

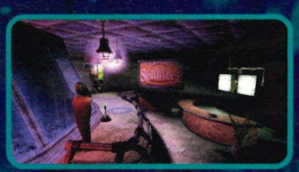
OUT: LAUNCH

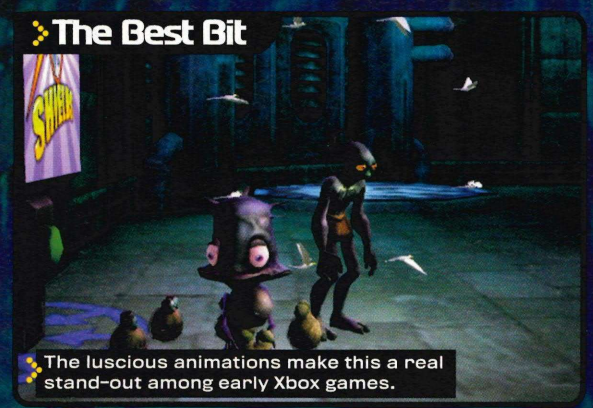
DEVELOPER: BIZARRE CREATIONS
PUBLISHER: MICROSOFT

CITIES: FOUR
PLAYERS: 1-4

Oddworld: Munch's Oddysee

Munch and Abe return to a brand new console, with an extra dimension.





In a nutshell
One of the first batch of games to be announced for Microsoft's big black box. This time round those crazy Abe and Munch fellas are in fully-fledged 3D, although the gameplay remains much the same as always. Best of all, he can still fart.

What's special about it?
You can swap between control of Abe and Munch, each of whom has their own special skills. So, as well as being able to possess other characters, it now allows you to control machinery too. A very useful addition.

Is it any good?
It boasts some of the best animation of any game yet on Xbox (although *Dead or Alive 3* gives it a run for its money) and plays just the same as the old PlayStation 2D games. Cool.

Will it be massive?
Having already established itself on PSone, there's little doubt this'll do

GM@E3 Verdict

:) A superb demonstration of Xbox's visual capabilities and it plays really well too.

:(Could end up being a souped-up demo with little new gameplay innovations.

XBOX

OUT: LAUNCH

DEVELOPER: TECMO
PUBLISHER: TECMO

OTHER FORMATS: NONE
PLAYERS: 1-2

Dead or Alive 3

It's the best-looking fighter ever – and not just because of the *laahhvly* ladies.

In a nutshell:
Third instalment of the beat-'em-up best known for its large-chested females. Last seen on Dreamcast and PS2 – where it gave *Tekken Tag* something to think about.

What's special about it?
DOA2 was actually a great DC and PS2 fighter. This should play just as well but looks amazing and is incredibly showy. Throwing characters off ledges produces some incredible FMV sequences.

Is it any good?
Should combine the top. scenery trashing scraps of *DOA2* with the fact that it's the best looking fighting game... ever.

Will it be massive?
Anyone looking for a bit of fighting action from the Xbox launch line-up won't go far wrong with this.

GM@E3 Verdict

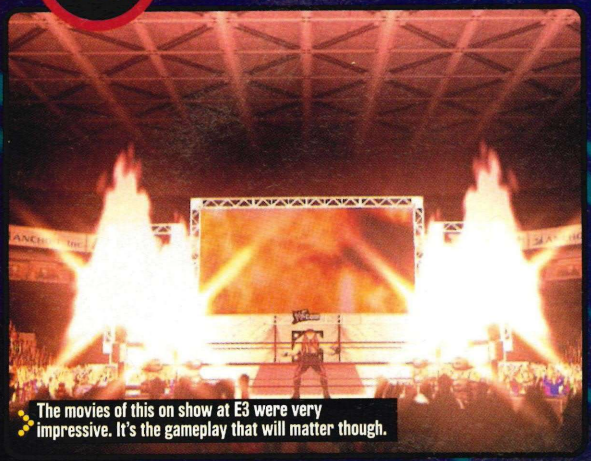
:) It didn't take much to convince us that this is the finest-looking fighter ever – it looks *that* good.

:(Little news on the gameplay front. Will it end up being just the same as *Dead or Alive 2*?

Worst Shooter: Run Like Hell (PS2) • Best Beat-'em-up: Dead or Alive 3 (Xbox) • Worst Beat-'em-up: X-Men 2 (PS)

XBOX

OUT: LAUNCH DEVELOPER: ANCHOR INC PUBLISHER: THQ OTHER FORMATS: NONE PLAYERS: 1-4



The movies of this on show at E3 were very impressive. It's the gameplay that will matter though.

The Best Bit

Pulling off your finishing move produces a stunningly realistic-looking sequence. Sweet.

WWF Raw is War

It's Xbox's first wrestling romp... and you get to fight in among the crowd.

In a nutshell
The first WWF game for Xbox, developed by Anchor Inc, the people behind *Ultimate Fighting Championship*, arguably the most realistic (and brutal) fighting game ever conceived. Certainly sounds promising, then.

What's special about it?
This will be less arcadey than previous WWF games and instead be the closest thing yet to a true WWF simulation. Cool new features include being able to grab an opponent's clothing to stop them escaping from you, and being able to brawl among the ringside audience.

Is it any good?
It's still only 40% complete but visually, at least, looks great. Still too early to judge the gameplay though.

Will it be massive?
This should be one of Xbox's biggest early games, not least because anything with the magic WWF logo on it will sell by the truckload.

GM@E3 Verdict

:) Looks tasty with some great new features, like being able to fight in the crowd.

:(Still questionable whether this will match up to Yuke's superb series of *Smackdown* titles for PlayStation.

XBOX

OUT: LAUNCH DEVELOPER: SMILE BIT PUBLISHER: SEGA OTHER FORMATS: NONE PLAYERS: 1

Jet Set Radio Future

It's still at a very early stage but already this is looking stunning.

The Best Bit

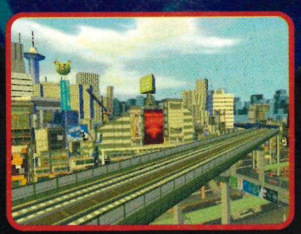
The fantastic cel-shading technique makes this one of the most visually striking games ever.

In a nutshell:
A brand new *Jet Set* game – skate round cities, spray graffiti, dodge the cops – that improves on almost every aspect of the Dreamcast original. Cool.

What's special about it?
Boasts massive urban environments, improved cel shading and new features such as motion blur.

Is it any good?
It was probably the most exciting game for Xbox at the whole show – it looks that impressive.

Will it be massive?
If gamers have got any sense of taste, this will sell in droves.



▲ The gritty cityscapes are much bigger than those in the first version of *Jet Set*.

GM@E3 Verdict

:) A real highlight of E3 and a real reason to look forward to the hulking great Xbox.

:(Gameplay could end up being exactly the same as that of the Dreamcast game, which has been out for ages.

E3 Extra

Dark Summit (Xbox)

This isn't a normal snowboarding game. Playing as a rebel boarder, your aim is to make it on to Mt. Garrick, a mountain ruled by moody ranger Chief O' Leary. You still have to perform cool tricks.

Amped: Freestyle Snowboarding (Xbox)

A bit like the final level in *SSX*, you can go wherever you please and pull off some stunning tricks. Do some world beating stunts and the crowds will grow. A surprise hit.

Jonny Drama (Xbox)

Top toon stealth action, as Mr Drama tries to prevent the evil Dr Bumbershoot from destroying the world. Playing as Drama you'll have loads of cool gadgets, disguises and vehicles to mess around with.

Gun Valkyrie (Xbox)

Previously headed for Dreamcast, Sega's lovely-looking *Resi Evil*-style Jap-animation shooter is now an Xbox exclusive. Lovely.

Arctic Thunder (Multi)

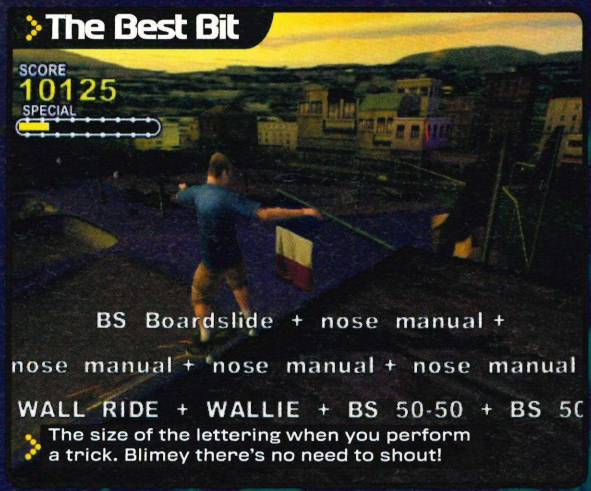
Xbox and PS2 will be treated to this snowmobile racer/shoot-'em-up/stunt sim. Think *Road Rash* in winter.

OUT: LAUNCH
DEVELOPER: TREYARCH
PUBLISHER: ACTIVISION
SPECIAL FEATURES: ONLINE
PLAYERS: 1-2

Tony Hawk's Pro Skater 2x

Xbox gets two helpings of Hawkster aerobatics

The Best Bit



The size of the lettering when you perform a trick. Blimey there's no need to shout!

In a nutshell
It's *Tony Hawk's* and his all-singing, all-dancing skateboard on Xbox.

What's special about it?
This is a specially enhanced version of *Tony 2*, which has all the levels from the first two *Hawk's* games, and a few brand new ones to boot. The environments will be far more detailed than the ones in the PS version were, and will be littered with more pedestrians and cars to avoid. There's talk of online capabilites and you will be able to download your own soundtrack into the game.

Is it any good?
The conversion has been done by Treyarch who did a good job of the Dreamcast version. It looks just like the PC version and is as playable as ever.

Will it be massive?
Tony Hawk's on any format is good news. May suffer in comparison to the PS2's *Tony Hawk's 3*, but this will be one of the first big purchases for Xbox owners.

GM@E3 Verdict

:) Designed specifically for the Xbox and graphically looks as good as *Tony Hawk's 3*.

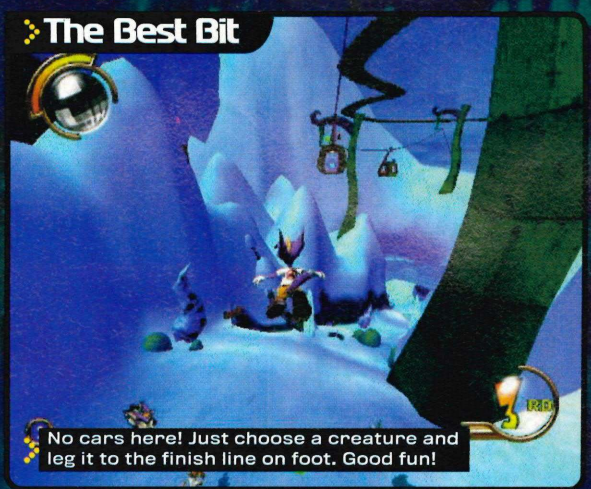
:(Many people have played *Tony 2*, so may be reluctant to splash out on oldish thrills.

OUT: LAUNCH
DEVELOPER: CRYSTAL DYNAMICS
PUBLISHER: EIDOS
CHARACTER TYPES: THREE
PLAYERS: 1-4

Mad Dash Racing

Cartoon critters run amok on Xbox.

The Best Bit



No cars here! Just choose a creature and leg it to the finish line on foot. Good fun!

In a nutshell
A cartoony race/platformer that puts feet before vehicles, and looks good enough to eat.

What's special about it?
It's all about speed, with the coders pushing for 60 frames-per-second. While it wasn't quite there, the leisurely pace let us peruse the huge levels packed with different paths and platforms.

Is it any good?
Worlds based on ice fields and underwater pipes looked the business, and three different characters were available. Dashers have the speed to take short-cuts, Bashers break through obstacles, and Gliders simply fly over them.

Will it be massive?
The Xbox needs more games like this if it's going to make it as a console, rather than a rash of PC port-overs. It certainly looks the business, and has that fun retro gameplay feel.

GM@E3 Verdict

:) Polygon-packed graphics chock-full of cartoony characters, and frantic, arcade action.

:(The speed wasn't yet up to scratch but that should be sorted out soon – hopefully.

OUT: NOVEMBER
DEVELOPER: 2015 INC
PUBLISHER: EA
LEVELS: 20
PLAYERS: 1-4

Medal of Honor: Allied Assault

It's D-day and you're on the front line!

The Best Bit

The D-day landing mission is absolutely horrifi, but that's war. This is so realistic.

In A Nutshell
Grab a machine gun and shoot down the Nazis in four classic World War 2 battles.

What's special about it?
You can experience the carnage of D-day on your PC. Just like in *Saving Private Ryan*, you land on a beach in northern France (Omaha to be precise) and have to watch your step as shells explode, sending fellow soldiers flying through the air. It's absolute carnage

Is it any good?
Until now, no other game has managed to re-create the horrors that were the landings of D-day. And if the missions in north Africa, Norway and Germany are as good as the Omaha beach level we saw, we could be looking at one of the most realistic war games of all time.

Will it be massive?
Yes sir! Both *Medal of Honor* games were huge on PSone, and this looks better than the pair of them. One to get excited about.

GM@E3 Verdict

:) The D-Day battle scenes are the most realistic we've ever seen in a game.

:(The Nazis have 18 vehicles at their disposal, but you can only drive a couple of tanks.

PC **OUT: TBC** DEVELOPER: GRAY MATTER INTERACTIVE PUBLISHER: ACTIVISION OTHER FORMATS: NONE PLAYERS: 1-TBC

Return to Castle Wolfenstein

It's the sequel to the first ever FPS and uses the same engine as *Quake 3*. This is a good thing.

The Best Bit

In a nutshell
Highly anticipated sequel to the original first-person shooter, *Wolfenstein*.

What's special about it?
It uses the *Quake 3: Arena* engine and has really good enemy AI. Throw a stick grenade at them and, if they've got time, they'll throw it back at you.

Is it any good?
Blowing up Nazis is always fun and, compared to the painstaking realism involved in *Allied Assault*, this is far more comic book. Nazi zombies, anyone?

Will it be massive?
The game's pedigree and sheer accessibility will no doubt make this a stonking great success.

GM@E3 Verdict

:) Combines accessible and cartoony shootery with superb AI and great multi-player levels.

:(We hope the atmosphere remains dark and scary and doesn't end up being slapstick.

Galleon

GM@E3 Verdict

This is from Toby Gard, the man behind *Tomb Raider*. It's a 3D adventure game set in a mysterious world, bustling with skeleton warriors, spooky shipwrecks, pirate battles and plenty of acrobatics.

:) The character animations look superb – you can even see people's feet moving realistically.

:(They may have created *Tomb Raider* but is a pirate with a bad mullet really a worthy successor?

Halo

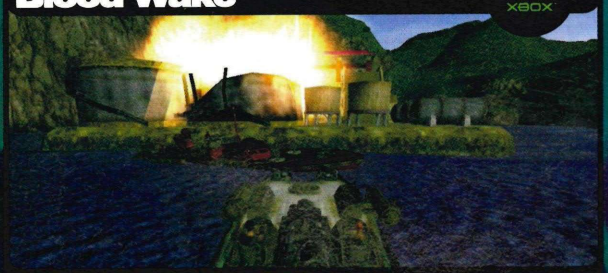
GM@E3 Verdict

Sci-fi shoot-'em-up with a huge range of weaponry (from semi-automatic pistols to rocket launchers and flame throwers), a variety of vehicles and a bags of multi-player mayhem. See GM107 for more.

:) Multi-player team games should be great fun and there are loads of cool touches throughout.

:(Framerate on multi-players at the moment is shocking. It'll have to be perfect to match the best PC shooters.

Blood Wake



GM@E3 Verdict

Imagine *Twisted Metal* in boats and you'll be pretty close to what *Blood Wake* is all about. Face a whole host of enemies in a range of watery environments and then shoot at them. Simple but *lots* of fun.

:) Loads of single and multi-player missions. Different from your average shooting game.

:(The novelty of it may quickly wear off. Not much good if you suffer from seasickness.

Rayman M

GM@E3 Verdict

Multi-player racing and fighting, featuring a total of 24 tracks and arenas for up to four players with loads of power-ups and short-cuts. So far, so good. Although it's got *Rayman* in it.

:) Plenty of different levels, so there's lots to keep multiple players going for a while.

:(*Rayman*. Again. What is it about the limbless wonder that's so endearing?

Short Cuts

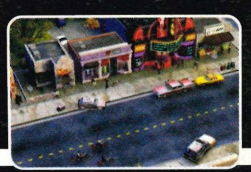
Tom Clancy's Ghost Recon (PC)
Squad-based, first-person, tactical shooting from the makers of *Rainbow Six*, using the latest weaponry to save the world from evil militant types.

Dungeon Siege (PC)
Microsoft's RPG is designed to be heavy on action, light on wandering. You start as a humble farmer and build up your skills and allies to out-last the goblins of this fantasy realm.

Earth and Beyond (DC)
Westwood have turned their magic hands to this huge multi-player online RPG. Choose to be a starpilot, a trader or an explorer and undertake missions that can take hours or weeks to complete.

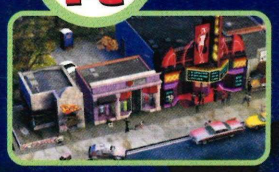
Republic: The Revolution (PC)
Political strategy set in Novistrana. Build up a political faction strong enough to overthrow the ruling republic. Uses amazing graphics and AI to populate the republic with a million living, breathing citizens.

Sims Online (PC)
Take your cosy family of Sims into a whole online world of virtual existence. Meet and greet other Sims, chat to them using text boxes, build up a network of friends and be anything that you want to be – all without ever having to leave your house.



PC

OUT: JANUARY 2002 | DEVELOPER: MAXIS | PUBLISHER: EA | SPECIAL FEATURES: ONLINE PLAY | PLAYERS: 1



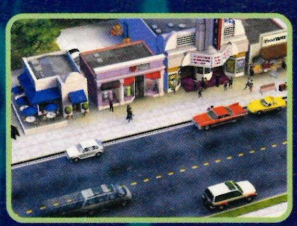
SimsVille

Ever wondered where *The Sims* go when they're not at home?

The Best Bit

The fact there's whole towns to explote teeming with loads of people to meet. Truly amazing.

In a nutshell
Sim City with *The Sims* characters and locations.



What's special about it?
The 3D engine is incredibly powerful, allowing you to zoom-in to check out the smallest detail in a sprawling city that's teeming with people going about their lives.

Is it any good?
It's got the depth of *Sim City* and the humour of *The Sims*. For instance, if you don't look after your city, the people get fed up and start frequenting strip clubs!

Will it be massive?
May open up sim strategy-style games to a whole new audience.

GM@E3 Verdict

:) Combines complex city management with wacky *Sims* humour.

:(The intricate strategic planning won't be to everyone's tastes.

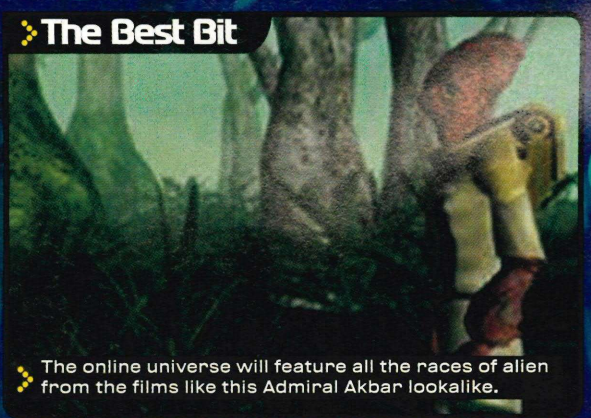
PC

OUT: SUMMER 2002 | DEVELOPER: VERANT | PUBLISHER: SONY ONLINE | VIEWPOINTS: TWO | PLAYERS: 1-1000s

Star Wars Galaxies

A new hope for *Star Wars*-loving RPG fans the world over.

The Best Bit



The online universe will feature all the races of alien from the films like this Admiral Akbar lookalike.

In a nutshell
Online RPG where you play as virtually anyone from *Star Wars*, and interact with others via the net.

What's special about it?
Be a Jedi trainee and fight the Empire, or a smuggler dealing in stolen goods. It's simply massive.

Is it any good?
You're only goal, as such, is to live as a character from *Star Wars*. RPG and *Wars* fans will go ape.

Will it be massive?
Galaxies could be an incredible online RPG.

GM@E3 Verdict

:) It'll be like appearing in your own *Star Wars* movie. Just what you've always wanted!

:(Erm, if you don't like *Star Wars*, however, you won't like this. At all.

GAME BOY ADVANCE

OUT: NOVEMBER | DEVELOPER: SONIC TEAM | PUBLISHER: SEGA | CHARACTERS: FOUR | PLAYERS: 1-4

Sonic the Hedgehog Advance

Sega's speedy mascot comes to Ninty's nifty machine.

The Best Bit

Playing a good honest 2D platforming game. Who needs a third dimension?

In a nutshell
An all-new 2D side-scrolling speedy platformer featuring four playable characters, with redesigned graphics and the hedgehog's trademark classic gameplay.

What's special about it?
There are brand new levels to see here, based on the MegaDrive original, and *Sonic* has new moves at his disposal, like a *Tony Hawk*-style grind. There are also multi-player link-up battles.

Is it any good?
The GBA is great at 2D anyway, and *Sonic Advance* is as fast, colourful and playable a Sonic game as ever. The addition of extra characters like Amy and Knuckles make it original, too.

Will it be massive?
Sonic redefined the platform genre when he was introduced 10 years ago, and this updated version of his adventures is going to do it again for the handheld gaming world.

GM@E3 Verdict

:) Sonic returns to his 2D roots in possibly his best game yet.

:(Erm, Nintendo zealots might not like Sega's mascot on their machine!

Mario Kart Advance

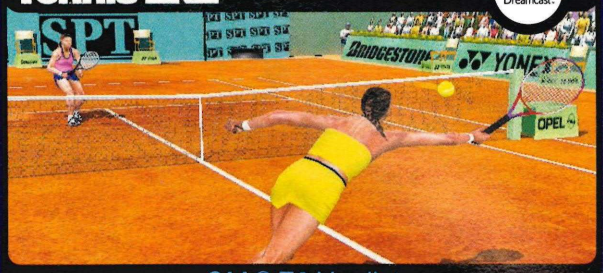
GM@E3 Verdict

GBA's long-awaited game is running late, but after final tweaking it looks the business. We're really looking forward to linking four machines together - especially because you'll only need one cart.

:) The all-new version of the classic kart racer is almost upon us.

:(The handling still wasn't perfect and it's not due out till July!

Tennis 2K2



GM@E3 Verdict

The Virtua name has gone but new additions include new players (including ladies) and the option to create your own player. Otherwise it's more of the same Sega gameplay goodness as last time.

:) Sequel to smash hit *Virtua Tennis*, now with women players too.

:(Doesn't really look like being much of an improvement over the original.

Syphon Filter 3

GM@E3 Verdict

This new, PSone-exclusive game is based on flashbacks of previously unseen missions, and the focus is more on action than stealth this time round, complemented by a vastly increased arsenal.

:) A second sequel to the stealthy shooter that stays loyal to the PSone platform.

:(Lead character Gabe still looks like he's cacked his pants when he runs.

Monsters, Inc

GM@E3 Verdict

It's tables-turning time as you play a pair of creatures enrolling in Monster Academy, and teach them how to scare small children. Pixar's film looks ace and the Playstation version seems good too.

:) Wacky scare-'em-up based on new film by *Toy Story*'s creators. Promises quality.

:(It could turn out to be yet another dire Disney 3D platformer.

Short Cuts

Spyro the Dragon: Season of Ice

Playstation's cutesy dragon is shrunk to GBA size in an all-new (and portable!) 3D adventure.

Shenmue 2

The plot thickens in Sega's epic RPG, which will include a new navigation system so you won't get lost on your travels.

Propellor Arena

A Dreamcast dogfight sim that's set in the future, but uses old-fashioned planes. It may sound odd but it's looking brilliant so far.

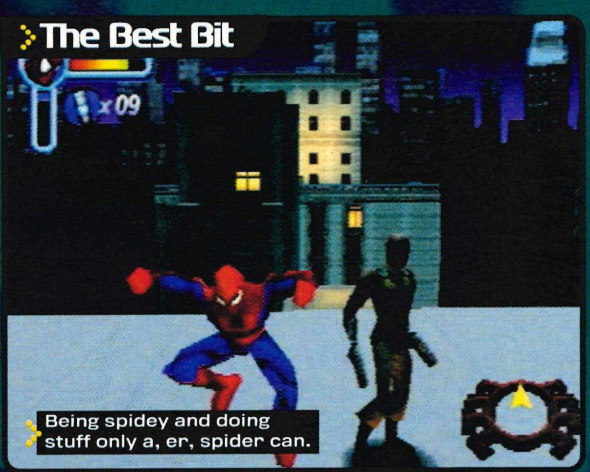
PlayStation

OUT: OCTOBER

DEVELOPER: ACTIVISION
PUBLISHER: ACTIVISION

SUPER POWER: SPIDERY SENSE
PLAYERS: 1

The Best Bit



Being spidey and doing stuff only a, er, spider can.

Spider-Man 2: Enter Electro

The wicked wall crawler sticks with PSone.

In a nutshell
More wall-sticking, web-slinging, crime-fighting fun, with the superhero this time taking on super-baddie Electro and his cronies.

What's special about it?
Following comments about the previous game, this has improved training missions and better camera control. Look out for new moves, attacks and combat combos too; and improved graphics from different developers.

Is it any good?
The gameplay is more puzzle-based than before, but there's still plenty of action. The graphics are crisper and more detailed, and Spidey still has his witty one-liners.

Will it be massive?
If some of the annoying camera complaints of the original can be ironed out, we may have a winner. The fact this sequel is sticking with PSone can only be a morale boost.

GM@E3 Verdict

:) With graphic and gameplay tweaks, the best superhero game is about to get better.

:(May be too similar to Spidey's previous outing to warrant another purchase.

▲ Spider-Man has some new moves and combos to learn. Once mastered, you'll be able to take out the enemy, no probs.

▲ All Spidey's super hero moves are here! Crawl up tower blocks and swing from the roof tops. It's just like the first game!

▲ The camera has been improved, so you can see where you're swinging.

▲ Let's hope *Enter Electro* will last for a bit longer than the first game.

IN THIS MONTH'S POWER

SILENT HILL 2

TORN APART!

PLUS!

E3 SHOW SPECIAL

Over 100 new PlayStation 2 games revealed, played and grabbed, including…

- The Stuntman
- Herdy Gerdy
- Twisted Metal Black
- Silent Scope 2
- The Mummy Returns
- Maximo
- Jack & Daxter

PSone OVERLOAD

All the latest on *Syphon Filter 3*, *Harry Potter*, *Spider-Man 2* and over 40 new PSone games!

ON SALE THURSDAY 14 JUNE

GamesMaster TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES!..THE HOTTEST TIPS FOR THE LATEST GA

TIPS MISTRESS

Nu-Code Girl here. It's up to me to organise the best tips, codes and cheats each month and select only the sharpest for publication in GamesMaster. Got a problem with a puzzle? Drop us a line, mark your envelope Consoletation Zone or Master Class, send it along with the coupon on page 63, and we'll sort you out! Now, let's get code breaking!

Code Girl

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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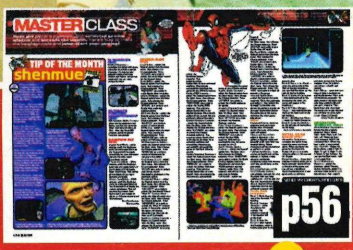
MATT HOFFMAN'S PRO BMX

GRIND YOUR WAY TO SUCCESS – THE WHOLE GAME TRICK-BY-TRICK!

TIPS EXPRESS
LATEST CHEATS!

CONSOLETATION ZONE
YOUR QUESTIONS

MASTER CLASS
YOUR TIPS



ARE YOU A GAMESMASTER? SEND US YOUR TIPS p.56

TIPS EXPRESS

Welcome to the hottest tips in the world! Code Girl sifts fact from fiction and **game-busting code** from guff **to bring you the latest** cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST

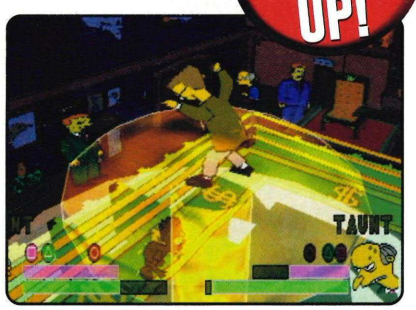
SUPER SPRINGFIELD SECRETS!

THE SIMPSONS WRESTLING

Wanna Duff? You can't have one. But you can have some brand new The *Simpsons Wrestling* cheats.

DUFF 'EM UP!

Unlock Bonus Match – go to the Start screen and press ◎, ↑, ↑, ↓, ↓, ←, →, ←, →.
Unlock Frink – beat Frink in the Champion Circuit.
Unlock Moe the Bartender – beat Moe in the Defender Circuit.
Unlock Ned Flanders – beat Ned in the Champion Circuit.
Unlock Bumblebee Man – beat Bumblebee Man in the Challenger Circuit.



▲ Burns is too old and puny to fight so he gets Smithers to grapple for him. Excellent.

LET'S GET READY TO RUMBLE

RUMBLE RACING

Change cars, or begin a game in Championship Mode.
Sports car – OPSRTISUC
Van Itty Car – VTYANIYTT
Buckshot Car – UBTCKSTOH
Gamecus Car – BSUIGASUM
Revolution Car – PTOATRTO1
High Roller Car – HGIROLREL
Passwords to Begin a Game in Championship Mode with Various Cars Unlocked – KOZIEC1PU, KZOIEC2P1, OORKIEPUC

BIGGER, BETTER, FASTER, MORE

BE THE WEB MASTER!

SPIDER-MAN

Can't find all the comic books? Don't worry, these top spidey cheats will sort you out.

Full Health – WEAKNESS
Invulnerable Webhead – ADMNTIUM
Stick Spidey – STICKMAN
Unlimited Webbing – GLANDS
Unlock All Characters – RGSGLLRY
Unlock Level Select – MME WEB
Unlock Pulsating Head – EGOTRIP
Unlock All Comic Books – FANBOY
Unlock All Game Covers – KIRBYFAN
Bagman Costume – KICK ME
Ben Reilly Costume – CLUBNOIR
Captain Universe Costume – TRISNTNL
Peter Parker Costume – MRWATSON
Scarlet Spider Costume – XILRTRNS
Spider-Man 2099 Costume – MIGUELOH
Spider-Man Unlimited Costume – SYNOPTIC

WILD WILD WEB!

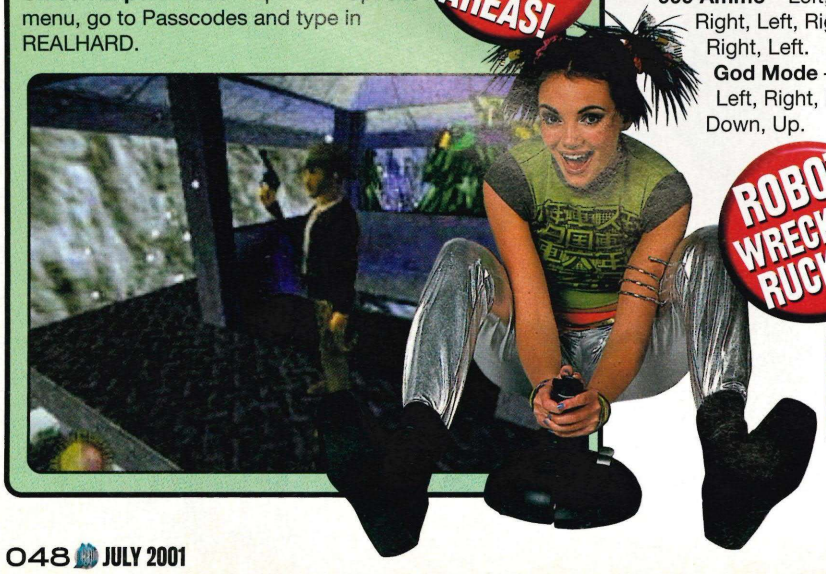
HOT NEW CHEATS!

INDIANA JONES AND THE INFERNAL MACHINE

We've got something for everyone here. If you're stuck you can unlock every level, and if you're particularly handy with the ol' whip, try out the Expert mode.

ACCESS ALL AREAS!

Unlock All Levels – open the Options menu, go to Passcodes and type in FORGEOFF.
Unlock Expert Mode – open the Options menu, go to Passcodes and type in REALHARD.



BASH THE BOTS!

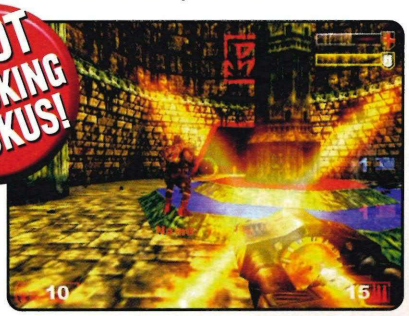
UNREAL TOURNAMENT

A cheat never prospers? My arse! Use these cheats and you'll be the best shooter in the *Tournament*. Just press Pause and type in the following codes:

Skip Current Level – Up, Down, Left, Right, Right, Left.
Full Health – Down, Down, Down, Left, Up, Right.
999 Ammo – Left, Right, Left, Right, Right, Left.
God Mode – Left, Left, Right, Right, Down, Up.

▲ Now it doesn't matter if you get shot. With the Full Health cheat you'll live forever!

ROBOT WRECKING RUCKUS!



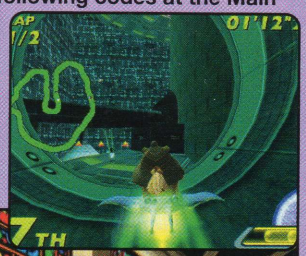
▲ Missing the target? Well hurry up and bash in the Skip Level cheat. Sorted!

BE THE STAR RACER!

STAR WARS: SUPER BOMBAD RACING

Forget about feeling the force! Cheating is the way forward for a true Jedi racer. It's easy too. All you have to do is type in the following codes at the Main menu, and Boba Fett's your uncle!

Race as AAT battle tank – ◎, △, □, ◎, △, □.
Race as Boba Fett – □, ◎, △, ◎, □.



CHEAT YOU MUST!

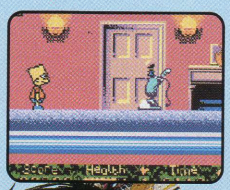
▲ Unfortunately, there aren't any cheats that remove Jar Jar Binks from the game. Oh well, race as the AAT Battle Tank and shoot down the annoying floppy eared goober.

MMMMM, ALL THE PASSWORDS!

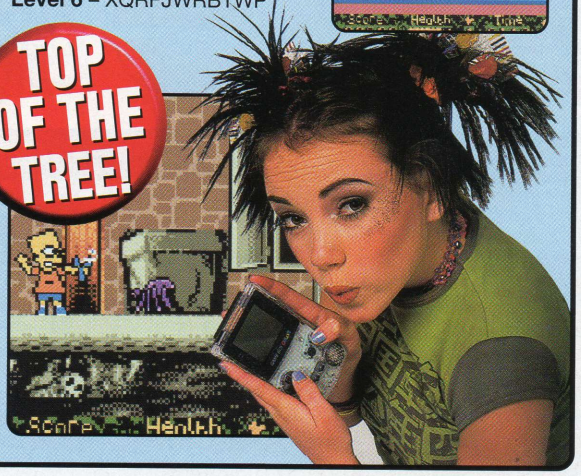
SIMPSONS: NIGHT OF THE LIVING TREEHOUSE

Are you as lazy as Homer? Well, you've come to the right place. With these passwords you won't need to complete a single level.

Level 1 – JTWKYTQBBKW
Level 2 – TNSLRYSJGWW
Level 3 – BXPGCFPYJWB
Level 4 – WSQJLTQFYWK
Level 5 – NPKYGBKTFWQ
Level 6 – XQRFJWRBTWP



TOP OF THE TREE!

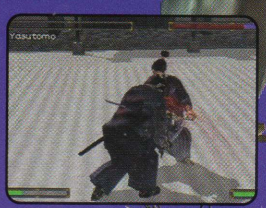


HACKERS PARADISE

KENGO

As the old adage goes, the cheat is mightier than the sword, so get typing these codes in!

Stop Timer – 800F2B680073
Infinite Rocket Launcher – 800F30A80028
Infinite Ammo Secondary Fire – 800F30A6001C
Infinite Machine Gun Ammo – 800F30A40189
Infinite Shield – 800F309C03E8



SMASHING NEW CHEATS!

MARIO TENNIS 64

Can't open all the cups? Then try out these fantastic new cheats. Open the Ring Tournaments from the Special Games menu and type in these passwords. Let's-a-go!

Mariotennis.com Cup – 48HWOR482
Bowser Cup – N24K8QN2P
Donkey Kong Cup – MM55MQMMJ
IGN64 Cup – V2UFMPUZM
Luigi Cup – M1C2YQM1W
Mario Cup – A3W5K-QA3C
Nintendo Power Cup – J6M9PQJ6U
Peach Cup – OF9XFQOFR
Unlock Blockbuster Cup – ARM6JQARU
Unlock DK Cup – MM55MQMMJ
Waluigi Cup – LA98JRLAR
Wario Cup – UOUFMPUOM

SHINY SHINY CUPS!

▲ Now you can play for Mario's Cup.

LET'S ALL HAVE A PARTY!

THE SIMS: HOUSE PARTY

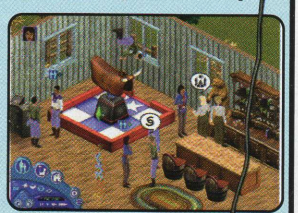
Party on dude! Throwing a huge bash is easy to do when you've got loads of money to blow. These cheats will make your life easier.

Quick money – While playing, press Ctrl, Shift and C and type 'Rosebud'. Then, hold the same three buttons again and bash in: !, !, !, !, !, !, !, !, !, !

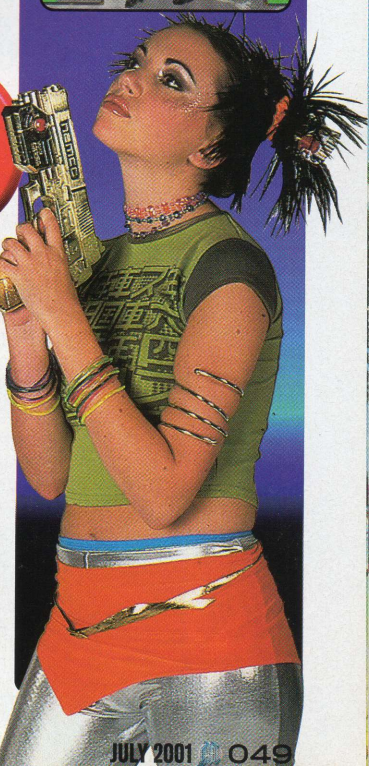
To get the rest of these cheats working, press Ctrl, Shift and C, and type in these codes:

Automatically Load Indicated House – house [house number]
Create Moat or Streams – water_tool
Create-A-Character Mode – edit_char
Display a Character's Personality and Interests – interests
Move Any Object – move_objects on
Set Grass Growth – grow_grass [0-150]
Set Sim Speed – sim_speed [-1000-1000]

SIM SWEET HOME!



▲ Get some quick cash and you can throw an ace bash.



TIPSTER

Lee Hall

MAT HOFFMAN'S PRO BMX

The Guide

GM sweats like a pig to bust and bag every level of this damn hard version of *Tony Hawk's* on a bike. So listen up...

LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE

Our bull-free guide is easy to use. Get the basics here and check the level write-ups to find trick sweet-spots and the key to reaching every in-game goal.

Extreme-sports newcomers and *Hawk's* experts, hear this: *Hoffman's* is tricky, so don't pretend you're not stuck. Work on your timing and prepare to learn a whole new bag of tricks to claim glory.

Here are the basics: use and hold grabs (◻) to rack up your staple diet of points; flips (○) to show off and rake in meatier rewards, and grind (△) to work the rails and any loose edges. Connecting with stalls, where you balance stock still on a rail (△) will also come in handy when you need to grind out a result.

Like *Tony 2*, if scenery is there use it, and be sure to daisy-chain your moves by leaping between grabs, grinds and spins, racking up points for variety and difficulty. Use the manuals (wheelies) to link tricks in ever-lengthening strings of gnarliness.

Unlike *Tony 2* (where you can shuffle your moves to set up easy combos), you have to rely on a pre-determined set of tricks. Combine awkward moves (such as Double Seat Grab to Tailwhip) to really show off.

MEMORY JOGGER SEVEN SPOKES OF SUCCESS

L and Fakie — Hit the ground backwards to improve greatly on even basic tricks.

E xperiment — Explore the D-pad and practise your combos in Free Ride Mode.

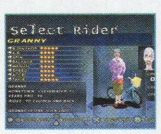
T weak — Tinker with your set-up to gain extra skills for specific goals.

S houlder Spin — Don't tie your thumbs up with conventional directional spinning, use the shoulder buttons instead.

B onuses — Pull tricks over grind and gap bonuses for mega points.

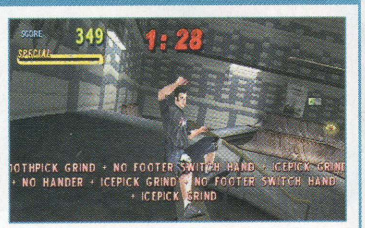
M ove — Don't accept a bail – fiddle with your rider in the air so he lands correctly.

X — Hold and release the button just before/after a ramp to heighten/lengthen your jump.



HOFFMAN'S TRICKS

Each character's basics are the same, but experiment with the other riders to uncover their special, unique moves.



GRABS

No Hander	↑, ◻
Toadstool	→, ◻
No Footer Switch Hand	↓, ◻
Barspin	←, ◻
Look Down	↑ and →, ◻
X-Up	↓ and →, ◻
One Handed	↓ and ←, ◻
Up	⊗
Double Seat Grab	↑ and ←, ◻

FLIPS

Rocket Queen	↑, ○
Front Peg Grab	→, ○
India Air	↓, ○
No Footed Can-Can	←, ○
Pendulum	↑ and →, ○
Backflip	↓ and →, ○
Tailwhip	↓ and ←, ○
Superman	↑ and ←, ○

STALLS/GRINDS

Toothpick	↑, △
Icepick	↓, △
Feeble	→, △
Smith (grind only)	←, △

MANUALS

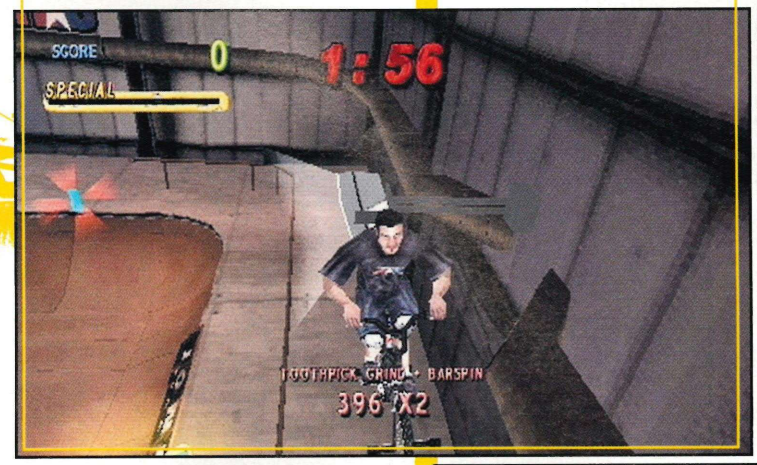
Nose Manual	↓, ↑
Manual	↑, ↓

SPECIALS

Barhop	→, →, ◻
Peacock	←, →, ◻
Backflip Tailwhip	↑, ↓, ○
Triple Tailwhip	↑, ↓, →, ○

LEVEL ONE HOFFMAN BIKE FACTORY

Nice and easy to start. This small level offers up just one single secret and shouldn't cause you much bother. Use it to test your tricks and hone your skills, taking advantage of the large half-pipe for huge air.



GOAL 1
High Score 15,000
As you begin, move straight into the half-pipe to score large. Note the big grinds on the wall ramps.

TOP BASIC BONUSES
IKKLE FINGER GAP – grind the farthest finger ramp by the door.
HIP HOP – vault the ramp by the bowl.
CLEAR THE DOORWAY – grind the rail over the garage door.

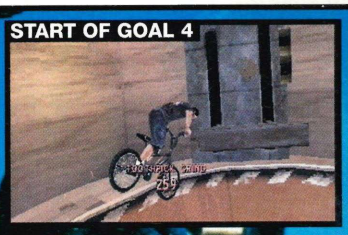
GOAL 2
Smash the Lights
The only tricky light is the first one – turn 180° and grind the ventilation pipe on your right before spinning into the light.

GOAL 3
T – R – I – C – K
Easy. Just perform simple tricks through them and that should do the job.

GOAL 4
Secret Cover
It's located on a ventilation pipe high in the rafters. Grind the bowl by the half-pipe to flick the switch and high-tail it to the corner opposite your level start point. Once outside, go to the far wall to gather momentum to jump over the two sets of humps before leaping onto the ledge, then into the warehouse and grinding the pipe.

GOAL 5
Pro Score 30,000
You can achieve this score with two or three decent half-pipe efforts, but if you must showboat...

TOP TRICKY BONUSES
NO TIME FOR TIDDLYWINKS – grind along the wall ramp from the big ramp to the exit.
HIGH RAIL 2 RAIL – grind ventilation pipes directly behind your start point.



LEVEL TWO CONSTRUCTION YARD

This level's all about pulling off grinds rather than getting big air. Hit as many rails and gaps as possible as you kick of small trick lips in the uneven grass. Head for the half-built bridge, which boasts loads of bonuses

GOAL 1
High Score 25,000
Hit the trailers ahead and exit with class to set yourself off to a flyer. Next nail the half-built bridge and transfer a few times to secure a good score.

TOP BASIC BONUSES
TRAILER TRASH – transfer between the two trailers.
GRIND THE LINE – use the grassy knoll on your left to reach the wires.
JIMMY'S CHINNY – hit the girder into the trick bowl at its base and ride along its length.
OVER THE BRIDGE – leap across the half-constructed bridge.

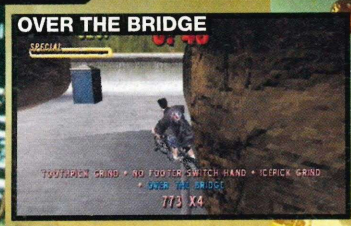
GOAL 2
Topple Toilets
Straight-forward, this one. The Tardis-like structures are highly visible.

GOAL 3
T – R – I – C – K
Not tricky if you head across the level via the bowl and over the ALIEN CONTACT... gap. K *looks* tricky, but is accessible with a well-positioned jump off the near-edge of the ramp.

GOAL 4
Secret Cover
Head left over the grass and leap off the concrete ramp with a compensatory jerk left, since it veers right. Grind the central suspended girders, pushing left to turn and take a well-deserved Cover.

GOAL 5
Pro Score 50,000

TOP TRICKY BONUSES
FLYING PIECE OF CORRUPTION – off the ramp near the crane and onto the girders.
HIGH-LOW REIGN TERROR – move from a wall ramp into the bowl.
ALIEN CONTACT THROUGH STRICTLY BOMB GAPS – exit the bowl along the telephone wire and leap ahead to the wire over the half-built bridge.



LEVEL THREE LONDON UNDERGROUND

GOAL 1
High Score 35,000
Grind the escalator, and use the half-hexagonal rail in the second large area to pick up bonuses for a solid score.

TOP BASIC BONUSES:
ESCALATOR GRIND – ride along most of the escalator.
KEEP IT MOVING – nail the gap on the wall ramp to your right as you start.
RYNO'S RAIL – use the length of the half-hexagonal rail in the second area.
OVER THE TRACK – jump the railway.
NORTH/SOUTH-BOUND TRANSFER – jump the gap on either platform edge in the station area.

GOAL 2
Hit the Vending Machines
Don't miss the one on the first corridor. The next two are on the corner at the bottom of the escalator. Machine four is at the base of the rail to the platforms, and five is by the North-bound platform.

GOAL 3
T – R – I – C – K
T is in the top left of the first room. R and I are obvious. C is in the glass area opposite the rail to the platform area. K is a 180° about-face over the track to your left.

GOAL 4
Secret Cover
Hit the grind before your reach the escalator and drop down to launch off the escalator's central rail. Grind the pipe in the air and leap to the hidden room before leaping straight off the other side and grinding a second suspended ventilation pipe.

GOAL 5
Pro Score 60,000
Bring the platform area into play to rack up the big scores after nailing the bonus-laden second large area.

TOP TRICKY BONUSES:
LONDON CALLING – flip from the first to the second platform without grounding – a backflip is best.
LAST EXIT – make the gap at the base of the entrance corridor at pace.
HIDDEN HALL – access the secret room on your way to pick up the hidden cover.
MAD HOPS – grind and jump the gap between the platforms at the end of the track.

Master the manual move and you'll have this level tamed in no time. Then precede and follow every grind and spin trick with a wheelie. The track area is rich in bonuses, so get there quick smart.

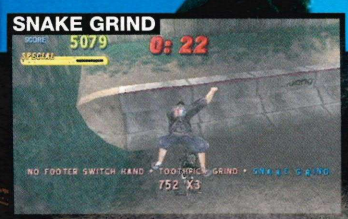
LEVEL FOUR BLUETORCH COMPETITION

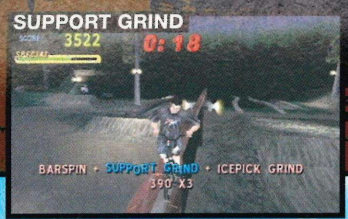
TOP BASIC BONUSES:
SNAKE GRIND – jump onto the tree branch on your first left, trick into a grab and trick off.

VELOCITY GRIND – leap off the foot of the entrance hill to get onto the first snake grind.

BOTTOM/MID/TOP-TIER – transfer from a hump on the deck to a raised platform. Land with a fakie to get the best results.

SUPPORT GRIND – do it along the girder near the large pit.





A totally different kettle of carp this one. Stay on your ride and don't be too adventurous in order to secure a safe bronze berthing. Two runs around the 25,000 points mark will secure the gold with marks to spare. You can fall once, provided you score around 32,000 points per run.

LEVEL FIVE PARK, NEW YORK CITY

GOAL 1
High Score 45,000
Begin a stall at the upper end of a sloping rail so that you can then slip to a grab trick. Always kick out of a stall with a flip trick.

TOP BASIC BONUSES
DAMAGE – get grinding along the roof of the greenhouse.

GOAL 2
Hit the Shwarma Stands
They're bright yellow so you can't miss them. One is slightly hidden near the T of T-R-I-C-K. Head straight on from your start point and note the stand as you reach the perimeter railing.

GOAL 3
T – R – I – C – K
Head straight on and trick off the rail to get T. R can be found in the fairground, reached by entering the fountain area and exiting diagonally left. Next reach C by turning 180° and launching off the left-hand branch of the tree, after grinding it with X. I is near the area above the tunnel connecting your start area to the fountain area. For K take the back way to the stand by the ice rink, then head towards the start. Trick off the ground with an ⊗ boost for best results.

GOAL 4
Secret Cover
Bear diagonally left over the hill and jump between the two huge branches of the tree to reveal a previously-hidden third branch. Grind it until you get what you want.

GOAL 5
Pro Score 70,000
Bring the platform area into play to rack up the big scores on the board, after you've nailed the bonus-laden second large area.

TOP TRICKY BONUSES
PLAYGROUND HERO – grind along the two sets of swings, then along the adjacent park bench.
OVER THE TOP – at speed, grind right over the entrance to the fountain area by the steps.

This is probably the trickiest level in the whole game and, despite a half-pipe that will serve as back-up and a few grind options, it will test your ability to stall to the maximum.

LEVEL SIX TREATMENT PLANT

GOAL 1
High Score 55,000
The level is littered with bonuses. Stay clear of the three bowls to register a top score.

TOP BASIC BONUSES
POO-POO – grind the inside edge of the left start ramp wall.
BONUS – perform a special move through the points bonus at the top of the Hoffman's sign.
HILL TO BUILDING – leap from the hillock behind the treatment plant to a ledge on the building itself.

GOAL 2
Hit the Waste Barrels
This is pretty easy as all the barrels are close to the perimeter fence, so just take a wander around.

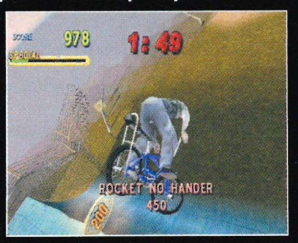
GOAL 3
T – R – I – C – K
Hit the big ramp, reverse and bear right to grind the small concrete wall for T, continuing to pick up R. Grind the wall ramp round the bend to leap through I. Next, pick up K from behind the treatment plant with a simple air, and launch a grind up and over the large cylindrical tanks, then leap to secure C.

GOAL 4
Secret Cover
After the large tank grind, head on and grind onto the small building's roof. Take the right rail to reach the cover.

GOAL 5
Pro Score 80,000
Nail the massive grind across the trio of tanks and beyond, varying the moves and leaping off with style once or twice, and you'll soon have this baby caned.

TOP TRICKY BONUSES:
TANKER'S GRIND – do it over the large tanks.
TANKER'S GAP – from the tanks to the treatment plant roof.
AROUND THE BEND – grind the wall ramp behind the start point and transfer to the red ledge.
ALL THE TIME – from the hill ahead of the Hoffman's ramp to the small concrete wall where T is to be found.

Another grinder that also boasts a ramp to die for – get some ridiculous air off the mega ramp with the Hoffman's Bikes logo opposite your start point (and pray).



LEVEL SEVEN LA HABRA, CALIFORNIA

GOAL 1
High Score 65,000
Grind round the area behind the secret bungalow to steadily haul points.

TOP BASIC BONUSES
RAIL 2 RAIL – move from the ramp behind the start onto the fence ahead.
TREE STURGEON – jump from the right-hand tree to the road.
UP TO/OFF THE ROOF – leap to/from the roof on the way up from the grassy lip after the knoll (with a bonus on the right). Go into a stall for max effect.

GOAL 2
Hit Satellite Dishes
The first is opposite the split ramp early on. For the second, leap from the third ramp in the hidden area, exit through the dish, and continue to grind to the third dish at the other end of the telephone wire. The last two are on the corners of the tall buildings. Nail the nearest by backflipping off the ramp beneath it, and the second by using the ramp near the car to get on the first roof, grinding the outside right wall and leaping forward till you claim the dish.

GOAL 3
T – R – I – C – K
First get R: nail the RAIL 2 RAIL at the split ramp. K: in the corner of the area just after the bonus knoll. C: at the opposite end of the park – reached by grinding the wall ramp by the farthest tall building. I: grind the car near the ramp to the roofs of the tall buildings. T: jump the gap between tall buildings.

GOAL 4
Secret Cover
Access the bungalow via the third jump in the hidden area, then leap onto the chimney stack with a basic grind.

GOAL 5
Pro Score 100,000
As you start, turn and use a ramp to get the momentum for the transfer to the traffic signal rail over the trees. A successful spinning, grabbing mega-effort here will set you on your way.

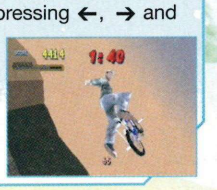
TOP TRICKY BONUSES
JUMPING DA FENCE – this one's crucial.Take off onto the traffic light rail with a spin then leap off, landing on the railing to the right with a grab. If hit correctly, you can fly onto the small building's roof for some stalling.
ROOF TO ROOF – grind from one part of the roof on the small building to another. Follow with an OFF THE ROOF or grind the telephone wire.
RAIL TO WALL – Leap from the ramp by the car onto the large buildings.

A real all-round test. Successful grinding, half-pipe trickery and stalls will be needed for glory. Watch out for the road sweeper or you'll end up as pancake. You're best off clearing the damn road altogether.

TONY HAWK

Once you've finished a career playing as Mat Hoffman and you've earned all the golds and all 30 covers, you'll get a secret rider, Tony Hawk – complete with his stylish (ahem) '80s get up and upgradeable Chopper!

His special moves are as radical as his bizarre head gear – check out the Body Varial, activated by pressing ←, → and ◎, and his gravity-defying Decade Air using ←, → and ◎.



LEVEL EIGHT CFB COMPETITION

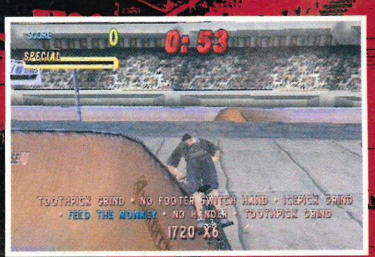
TOP BONUSES
FEED THE MONKEY – this is a rail to rail on the pipes to your immediate diagonal left as you start. Grab into a grind onto the ramp ahead when you finish and pull another grab before spinning at least onto the outside track for easily in excess of 30,000 points.

SWEET CHRISTMAS – jump the gap on the first ramp to your left as you start.

BIG TRANSFER – leap from the mega half-pipe onto the smaller adjacent ramp's edge.

HOT SHABA NIGHTS – grind up or down the three-tiered high concrete wall that leads to/from the big half-pipe.

After all that, it's feet up for a pretty endgame video. Enjoy.



This level is a chance to show off, since you need well-honed skills to get this far anyway. You'll manage to secure a win most of the time – fall off, though and it's time to restart, as the judges don't like to see a rider on his backside. With so many grinds and transfers, there aren't many bonuses about. Pretty much forget manuals, focusing on big pay offs for huge grab, grind, spin combos.

CONSOLETATION ZONE

Got a **gaming problem?** Still stuck on the first level? Write to **Consoletation Zone** and GM's **Code Girl** will match your tip with the **right person** for the job!

CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKIN...CRACKING YOUR CODE CHAOS...CRACKIN...CRAC

TONY HAWK'S PRO SKATER 2

Dear GM,
I'm writing to find out about some cheats. Could you tell me how to unlock everything in *Tony Hawk's Pro Skater 2*?
Thomas Rowley, Staffordshire

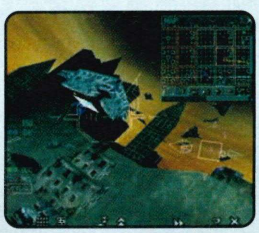
You've come to the right place Thomas. We can tell you how to unlock all characters and levels – and then some. Just press Pause, hold L1 and type in the following cheats.

Unlock All Secret Characters – □, ○, →, △, ○, →, ○, △, →, □, →, ↑, ↑, ←, ↑, □.
Unlock All Levels – ↑, △, →, ↑, □, △, →, ↑, ←, □, □, ↑, ○, ○, ↑, →.
100,000 Points in the Competition – □, ○, →, □, ○, →, □, ○, →.
Complete Game With Current Skater – □, ←, ↑, →, ○, ←, ↑, →, ⊗, ○, ←, ↑, →, ○, ←, ↑, →.
Disco Lights – ↓, ↑, □, ○, ↑, →, ↑, ⊗.
Double Moon Physics – ←, ↑, ←, ↑, ↓, ↑, □, △, ←, ↑, ←, ↑, ↓, ↑, □, △.
Infinite Balance – →, ↑, ←, □, →, ↑, □, △.
Instant $5000 – ⊗, ↓, ←, →, ↓, ←, →.

URBAN CHAOS

Dear GM,
I recently bought a copy of *Urban Chaos* for DC for just 20 quid. I got home, played it, completed the first level, but (this sounds silly) I can't do the second level. It's the one with the suicidal guy. Any tips would be nice.
Jack Olchawski, e-mail

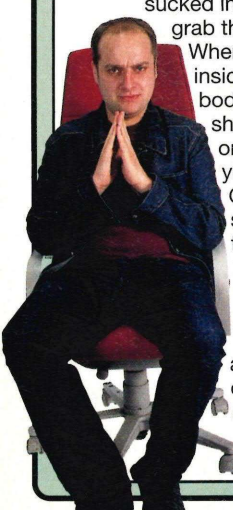
Will a complete guide to saving the suicidal guy do? After sorting out the thief who stole Miles' car, run back to the alley where you met Miles. Climb up the ladder, go right and walk towards the suicidal man. Jump up on to the next ledge, take a left, grab the power-ups, and climb the ladders until you reach the top of the building. When you reach the top, jump onto the long wire, and you'll slide down and land next to the jumper. Now you can persuade him to climb down from the top of the building.



MDK2 ARMAGEDDON

Dear GM,
MDK2 has to be the hardest game in the world but, at last, I've got to the last bit. I can't kill Zizzy. I'm in his body, but I can't get Max to shoot his eyes.
Gemma Bell, Northwich

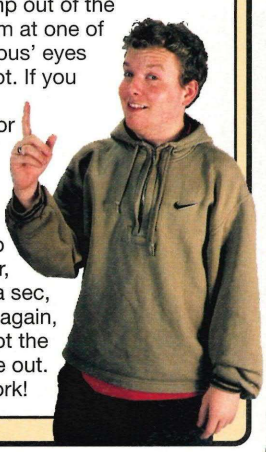
You can't shoot Zizzy's eyes because you haven't got the atomic jet pack. At the start of the battle (before you get sucked into his body) grab the jet pack. When you're inside Zizzy's body start shooting his organs with your Gatling Guns (don't stop firing or the organs'll regenerate). Equip your jet pack, hover up, and shoot out his eyes and brains. Victory!



TOMB RAIDER CHRONICLES

Dear GM,
I need help on *Tomb Raider Chronicles*. On level two there is a big mechanical boss and it fries my brain every time I shoot it. What should I do?
Paul Shand, Leamington Spa

That'll be the metal octopus. You'll need to be quick, so listen up. Make sure that you have got the revolver with the laser sight before you go in (you can't kill the octopus without it). Then jump out of the water, aim at one of the octopus' eyes and shoot. If you hang around for too long he'll fry you, so jump back into the water, wait for a sec, leap out again, and shoot the other eye out. Good work!

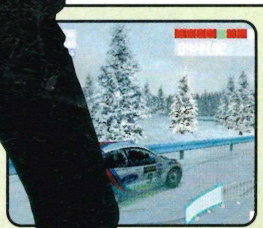


COLIN MCRAE RALLY 2.0

Dear GM,
I would like you to tell me cheats and codes for *Colin McRae Rally 2.0*.
No name given, London

Go to the Create New Driver profile screen and bash in the following :

Reduced Gravity – BOUNCYBOUNCYBOUNCY
Background Music – TURNONTHEICE
All Options – LETMEWIN
All Tracks – GREATNEWS
All Cars – ALLTHEBUTTONS
Escort MK1 Car – MORRISMODE
Faster Cars – GOFASTERSTRIPES
Ford Puma Car – GARYWILDASS
Lancer Road Car – EVILEVO
Mini Cooper S Car – MINIME
Aggressive Cars – NUTTYNETS
Bouncer Mode – BOINGBOINGBOING
Reverse Tracks – WAVEYOURLEFTS
Monster Tyres – WHEELYBIG
Shining Cars – SHINYBUTTONS
Turbo Boost – CURRYFORME
Shoot Fireballs in Arcade Mode – EATTHIS



CONKER'S BAD FUR DAY

Dear GM,
I'm stuck on *Conker's Bad Fur Day*. I'm on my way to face the final boss, but I can't get past the security guards. I'm trying to disarm the lasers but I keep getting killed. Please could you give me some tips?
Michael Jarvis, County Antrim

Here's a tip for you, Michael: don't disarm the lasers. Leave that dirty job for Berri to do. Instead, you should hide behind the stone pillar and, when Berri starts running towards you, side-flip towards her. Then quickly shoot the guard who is closest to you, side-flip behind a pillar and reload. You have to be really quick at this though because the guards' gun fire will blow away the pillars. It might take a bit of practice.

MARIO GOLF

Dear GM,
I bought *Mario Golf* recently and I think it's ace. There's only one thing that's bugging me: I've heard that there are some secret mushroom power-ups lying around, but I don't know where they are. Can you tell me how to find them?
Matthew Parker, Stevenage

Yep! The first mushroom is on the bookshelf in the Director's office, the second is in one of the cabinets in the Club Maker's Hut, and the third is in the bushes at the entrance to Peach's Castle courtyard.

BLACK & WHITE

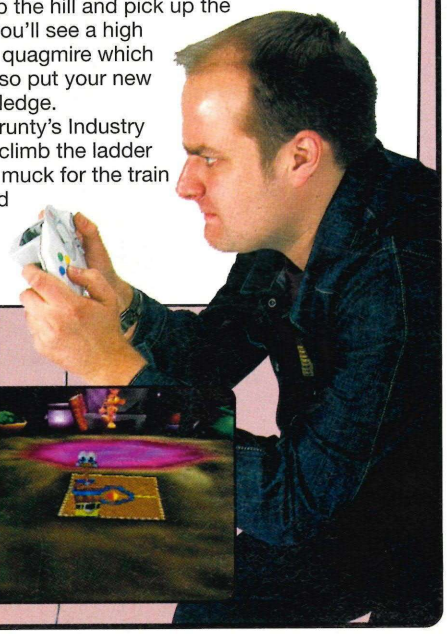
Dear GM,
I want to ask you two things about *Black & White*. Firstly, how do you stop your character pooing in the village? I've tried slapping him but he just poos himself again. Also I would like to know how to make my creature grow quickly. Can you help?
Geoff Turner, London

Keep on slapping your creature! He may get a bit moody, but it's the only way to stop him dumping. You've got to be cruel to be kind. If you slap him after his second poo, he will squeeze another one out, but if you slap him again he'll realise that pooing in the streets isn't a laughing matter. Well, it is, but you know what we mean. As for making your creature grow, he will grow if he gets plenty of rest. Make him pick up a heavy object and then give him a rest. Also, your creature will grow if you make him sleep in the pen when he gets tired.

BANJO-TOOIE

Dear GM,
I've been stuck on Grunty Industries for ages. I got so annoyed and I went to Cloud Cuckooland. Anyway, I've searched around outside Grunty's level and I still don't know where to go. Do I have to get a flying pad or something?
Sean Fegan, Mansfield

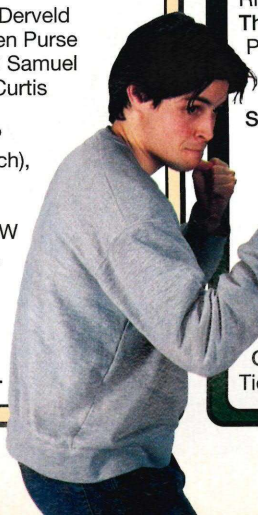
We know what you need and it isn't a flying pad. You need a pair of Springy Step Shoes. They're back in Wasteland, so use Silo to transport you there. Once there, follow the digger machine's tracks up to the wall, turn right, walk up the hill and pick up the shoes. Now, if you look up, you'll see a high ledge on the wall. This is the quagmire which leads to Grunty's Industries, so put your new shoes on and leap up to the ledge. Unfortunately the doors to Grunty's Industry are closed, so you'll have to climb the ladder on the right. Now look in the muck for the train button. Found it? Press it and you'll be able to warp back to Cliff Tops and board Chuffy's train for the factory.



LMA MANAGER 2001

Dear GM,
My team, Portsmouth, are struggling in *LMA Manager 2001*. I can't score and I keep losing 1-0. As I'm playing as a a first division team I can't sign top Premiership players, so could you tell me who I should sign from the lower leagues? Please help!
Michael Walker, Nottingham

Don't worry Michael, here's a first division dream team. Sign some of these players and you'll be pushing for promotion.
Goalkeeper – E Baardsen (Watford).
Defenders – F Derveld (Norwich), Darren Purse (Birmingham), J Samuel (Aston Villa), J Curtis (Blackburn).
Midfielders – P Mulryne (Norwich), C Sedgewick (Rotherham), M Spring (Luton), W Bridge (So'ton).
Attackers – B Zamora (Brighton), N Ellington (Bristol Rovers).



CLASSIC 2

WWF ATTITUDE

Dear GM,
My favourite wrestler is Kane. Could you tell me some of his moves please?
John Williams, Leicester

You'll be laying some serious smaketh down with these moves, John.

Kane's tombstone – Up, Up, Down, Tie-up.
Chokeslam – Tie-Up, Left, Right, Punch.
Throat toss – Left, Right, Left, Punch.
Reverse Vertical Suplex – Tie-up, Up, Down, Up, Punch.
Squeeze Head – Left, Right, Punch.
Flying Back Elbow – Tie-up.
Shoulder Tackle – Punch and Tie-up.
Overhead Belly Suplex – Tie-up, Left, Tie-up.
Spin Buster – Up, Down, Tie-up.
German Suplex – Tie-up, Left, Tie-up.

MASTER CLASS

Code girl gathers together your **collected gaming wisdom** and **spreads the wealth.** Here's how to crack the toughest code and **jump-start your gaming!**

YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...

TIP OF THE MONTH

Shenmue

YOU'RE A MADCATZ® BY ANY MEANS NECESSARY WINNER

70 Person Battle – complete the game and wait for the credits to end and save your game. Then, at the Start menu, go to Options and then choose the 70-person battle.

Extra Cash – after you receive your daily cash allowance and leave the house for the day, go back to the house and enter your room. After you leave your room again there will be another 500 Yen lying on the table.

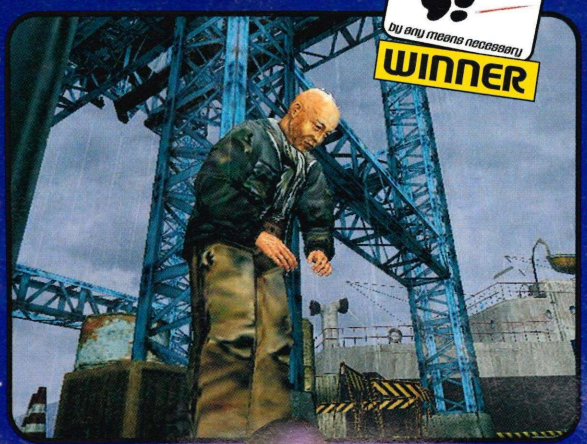
Better Slot Machine Chances – go to the Lapir fortune teller and choose Gamble for your fortune. She will give you a lucky number. Go to the slot house and find the machine with your lucky number on it. You should now win more often.

Better Store Prizes – when in the Tomato convenience store, buy a box of Shenmue Caramel Candy. When asked to draw a ticket, wait for the A button to flash and count to five. The closer to five you are when Ryo draws a ticket, the better your prize will be.

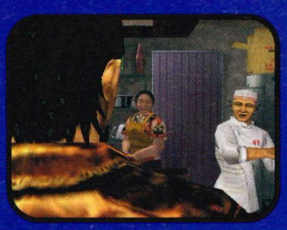
Hidden Artwork – place any of the three game discs in a PC compatible CD-ROM drive to find high resolution .BMP files in the "Omahe" directory.

Unlimited Raises – on your second day at work, get five or more crates into warehouse number three before lunchtime. The mad angels won't attack you now, and you'll get a raise in your wages every day. Not bad, eh?

Benjamin Lankester, Bognor Regis



▲ Preparing to dive in the Olympic geriatric swimming event.



▲ You can get all militant or use cheats to get your bosses to raise your salary.

▲ Now here's an advert for ardent cola bottle-avoiding in your youth if ever we saw one. Get yourself a sensible stick of sugar-free chewing gum instead.

18 WHEELER (DC)

Hidden Character – complete the game with every truck to unlock a secret character. He has his own special trailers which are shorter and lighter, so you go faster *and* you get more money for them.

ULTIMATE FIGHTING CHAMPIONSHIP (DC)

999 Creation Ability Points – when you're creating a new fighter, put his first name as 'Best' and second name as 'Buy'. Now you have 999 creation points to spend however you please.

RAINBOW SIX (DC)

Aviator God Mode – while playing, push the Analogue stick Up and press Down on the D-pad and A to toggle invincibility for your character, leaving the other team members normal.

Team God Mode – While playing, push the Analogue stick Left and press Down on the D-pad and A to toggle Team God Mode. This makes all the members of your team invincible.

Victory Conditions – While playing, push the Analogue stick Up and press Down on the D-pad and B to toggle the victory conditions. This will prevent the mission from being lost if you trigger an alarm, or if the terrorists shoot the hostages.

Ben Henderson, Morecambe

SPIDER-MAN (PS)

Joel James Jewett – select the Special option from the Main menu, then choose the Cheats selection. Enter 'RULUR' as a code to unlock Joel James Jewett (Neversoft's president) in the character gallery.

Big Head Mode – select the Special option from the Main menu, then choose the Cheats selection. Enter 'DULUX' as a code to give Spider-Man a big head.

Debug Mode – select the Special option from the Main menu, then choose the Cheats selection. Enter 'LLADNEK' as a code to display debug information.

Armored Spider-Man – unlock the Captain Universe costume. Go to the costumes and select it, then collect the Armored Spider-Man icon during the game to appear as Armored Spider-Man during the remainder of the game, including the intermission sequences.

Hints:

Censored Codes – enter an obscene word as a code. Spider-Man will appear, punch the code, and another word will appear.

Characters Speak Out – select a character in the gallery in Special mode and press B or C after Stan Lee finishes talking. Some characters will say something or perform an action.

Fighting Symbiotes – if you are low on health and on the subway or fighting a large group of symbiotes, constantly create web-domes until they are all gone, or the sub stops.

Defeating Carnage on the Hard Difficulty Setting – immediately web-jerk him into the sonic field and keep webbing him until he dies. Do this with the symbiote Spider-Man or Captain Universe costumes, as they have unlimited webbing abilities.

Comic Book Locations:

Book 1, Bank Approach – on top of the Fantastic Four building.

Book 2, Hostage Situation – under the chair in the cubicle. The cubicle is located in the second half of the level.

Book 3, Stop the Bomb! – after freeing the hostages, return to the hallway just prior to the first security door.
Book 4, Race to the Bugle – when the game cuts to the FMV of the two henchmen, you can find the comic on the right of the big building.
Book 5, Spidey Vs Scorpion – after destroying all of the furniture in the room, the comic will appear in the middle of it.
Book 6, Police Chopper Chase – look behind the box that's at the front-right of the last building.
Book 7, Building-top Chase – inside the Goblin Crane Lair.
Book 8, Scale the Girders – on the left side of the building on the ledge.

Ruben O'Connor, Adelaide

METAL GEAR SOLID (PS)

Alternative Costumes – complete the game twice using the same continued game. When you begin the game for the third time, Snake will put on a tuxedo while travelling on the service lift. Stylish!
Bonus Goodies – if you don't choose to submit while you're being tortured, Meryl will live at the end of the game and you will get a bandanna. Equip the bandanna in a new game and you will have unlimited ammunition for any weapon. If you do submit, you will get a stealth suit instead.
Extra Mines – make sure you have at least one claymore and the bandanna. Then, with the bandanna equipped, lay eight mines in the same area. Just keep pressing ▣ until you can't any more. Then bend down and crawl over the mines you've just laid and you will have an extra eight mines. Repeat till bored.

Jamie Mullis, Bodmin

OPERATION WINBACK (N64)

All multi-player characters – before the demo begins, press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left. When the Start menu appears, hold C-Up and press Start. When you hear a shot, it has worked.
One-Shot Kill – before the demo starts, press C-Left, C-Right, C-Left, C-Right, C-Up, C-Down, C-Up, C-Down. As you see the Start menu, hold L and press Start.
Secret Multi-player Weapons – select the character called Thunder. During the battle, press R to activate a laser sight for your flamethrower, then press B.

Lee Fussell, Treharris

TOMORROW NEVER DIES (PS)

Ghost Mode – press Pause then press SELECT, SELECT, ◎, ◎, △, △, △, △.
Select Mission – go to the Main menu and enter the following: SELECT, SELECT, ◎, ◎, L1, L1, ◎, L1, L1.
Full Health – during gameplay press pause and enter the following: SELECT, SELECT, ◎, ◎, ↑, ↑, ↓.
50 Medi Kits – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, △, SELECT.
Instant Mission Completion – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, SELECT, ◎.
Access All Mission Weapons – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, L1, L1, R1, R1.
Debug Mode – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, L2, R2, L2.
X-Ray Vision – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, SELECT, SELECT, ◎, ◎.
Invincibility – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, △, SELECT.
Access all FMVs – during gameplay press Pause and enter the following: SELECT, SELECT, ◎, ◎, △, △, △, △, △, △.
Walk Through Walls – pause the game and press SELECT, SELECT, ◎, ◎, △, △, △, △.
Debug Info – pause the game and press SELECT, SELECT, ◎, ◎, L2, R2, L2, R2.
Remove Burning Fires – pause the game and press SELECT, SELECT, ◎, ◎, SELECT, SELECT, R1.
50 Medi Packs and 50 Rounds – pause the game and enter SELECT, SELECT, ◎, ◎, L1, L1, R1, L1.

Andrew Dale, Leeds

▲ When all stealth fails, cheat! There are some excellent ones to be had in *MGS*. Finish the game in different ways for different rewards. What a great excuse for a replay!

NO ONE LIVES FOREVER (PC)

During the game, press T then type in the following codes and hit Enter to activate them.
God Mode – mpimyourfather
All Weapons and Ammo – mpking of the monsters
Infinite Ammo – mpwegotdeathstar
All Weapons, Ammo and Items – mpsanta
Complete Current Level – mpmaphole
Full Health – mpdrdentz
Full Armour – mpwonderbra
All Armour Options – mpyoulooklikeyouneedamonkey
All Upgrades for Weapons – mpgoattech
Third-person View – mpasscam
Spawn Truck – mprosebud
Spawn Motorcycle – mpracerboy
Gore Mode – mpexorbitantamounts
All Weapons – mpmimimi
Show Position – mppos

Micheal Rabbette, The Wirral

▲ Right, get punching in some codes to up your might so you can assault your opponents backstage in true style. Make sure that toilet's free for some nasty flushing. Yeuch!

WCW BACKSTAGE ASSAULT (PS)

Enter the following codes at the Main menu. You'll hear a sound that will confirm correct entry.
Infinite Stamina – R1, R1, △, R1, R1, △.
Indestructible Weapons – L1, R1, L1, R1, ▣, ▣.
Big Female Wrestlers – R1, R1, △, △, L1, L1.
Small Wrestlers – R1, R1, L1, L1, ▣, ▣.
Rude Noises – R1, L1, R1, L1, △, △.
Low Gravity – R1, L1, L1, L1, ▣, △.

Kevin O'Brien, Lincs

SILENT SCOPE (DC)

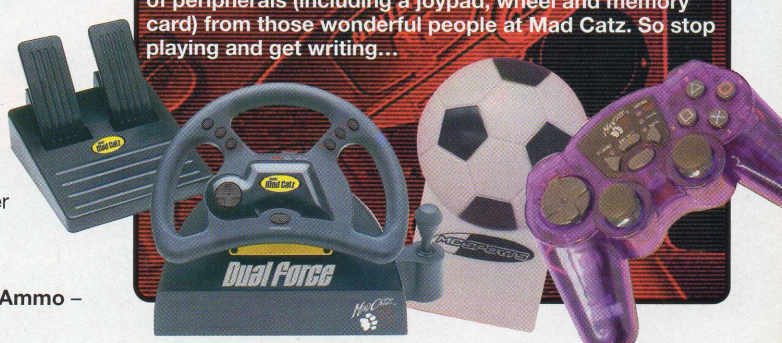
Arcade Mode Cheats:

To activate all of the following codes you first need to select Arcade mode. Enter the cheats before selecting a level. You will hear a sound to tell you that they have worked.
No Cross Hair Mode – Right, Right, Right, X.
Pink Mode – Left, Right, Right, X, Y.
Interrupt Mode – Down, Y, Up, X, Y Down, Right, Down, Right, X, Y.
Mirror Mode – Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X.
No Scope Mode – Right, Down, Right, X, Right, Down, Right, X.
Hidden Mode – Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y.
Night Mode – Up, Right, Down, Right, X, Y.

No name given, Kent.

SEND YA CHEATS AND WIN!

Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...



ONIMUSHA
Warlords

Games Master

Your Shout

THE EDITOR

Welcome to the bit of GM you write! We're after your letters, game ideas, pics and reviews. The best stuff gets top gaming booty. Simply cram your stuff in an envelope, fill out the coupon on page 63 and heave it all over to us at: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Or, if you're down with that web thang, e-mail: gamesmaster@futurenet.co.uk. Don't forget, we read absolutely everything you send us!

Robin Alway

A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard ! Mark the envelope 'Your Shout' and slip in the coupon on page 63.

EMPTY YOUR POCKETS

Dear GamesMaster,

I left my Game Boy (with *Pokémon Gold* in it) in my trouser pocket and my mum went and chucked it in the washing machine, after which it also went in the tumble dryer with all my clothes. But when I eventually rescued it, I couldn't believe it – it was working perfectly! I was so amused and impressed that I decided to write to the best magazine in the world, GamesMaster, and tell you about it.

Michael Hicks, e-mail

PS. How much will GBA cost?

Mums eh? Can't live with 'em, can't, legally, live without them until you're 16. Although we wouldn't recommend it, washing your GBC must have at least got rid of that unsightly grunge around the D-pad that our office machines sport. All's well that ends well. Oh and GBA should be £90.

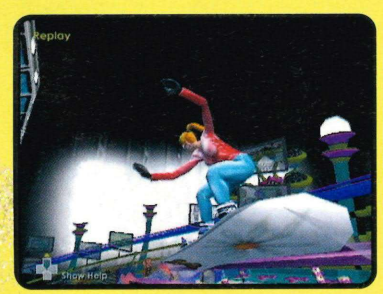
PS2 FOR TWO?

Dear GamesMaster,

I think the PS2 should have more PS2 multi-player games. Okay, there are loads of good one or two-player games, but there are hardly any good multi-players around. *Quake 3, TimeSplitters, Tekken Tag* and *DOA2* are all amazing, but why aren't there more like them? *SSX* and *Smuggler's Run* would be classy if they were Multitap compatible, so why aren't they? There aren't any good multi-player racing games around – *Moto GP* is honestly pants. My dad, brother and I can't find any good, new multi-player PS2 games.

Nicolas Townsend, Stroud

Dead right. Nothing beats a four-strong multi-player huddle round the telly. You're totally wrong about Moto GP, of course. Maybe Fur Fighters will fill that four-player hole in your life...



X-ROX!

Dear GamesMaster,

When buying your excellent mag I always rush over to Your Shout to read the letters. I want to reply to Mr Anwor Ali (#106), who apparently doesn't like Xbox very much. I disagree with most of what you say

STAR LETTER

SIZE MATTERS!

Dear GM,

What is it with these American types? I'm really excited about Xbox and can't wait to have a go on it. But why does everything in the US have to be bigger?

When the Japanese make a console they try to pack everything into as small a box as possible. Look at PSone: it's titchy! But with Xbox Microsoft are expecting us to chuck a machine the size of a fishtank under our tellies. It's just not on.

Surely, as technology advances things should get smaller rather than bigger. When Nokia bring out a new mobile they make sure all the complicated bits inside fit into a smaller case than the house brick-sized phone they were knocking out five years ago!

Even Xbox's pad is so big that they're having to make it smaller for Japanese gamers. Surely one pad should be able to be used by hands of all sizes from itty bitty baby to Peter Schmeichel-style huge great flippers! I'm sure Xbox will be good despite being massive. But it would have been a lot better if it was smaller.

Todd Edwards, Solihull

Does size matter? If your Xbox's just sat under your telly does it matter how big it is? Microsoft reckon that it being big makes it look more powerful. What does everyone else reckon?

STAR LETTER

GamesMaster

If you're the Star Letter writer you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

Anwor. What people need to realize about Xbox is that it's not a PC in a box; it's a games console, all right? I am certain which console I'm buying next: the console that Sega has chosen to support with 11 big titles: Xbox! So while the punters play *Crazy Taxi* on their feeble PS2 I will be playing *Jet Set Radio Future* and *Panzer Dragoon 3* on my Xbox. Stick that in your mouth and lick it Sony! I have always been and will always be a loyal Sega fan. DC is the best console ever, even though some people have written it off. I feel warm just *looking* at the release schedule for DC. I have one more thing to say: the dream lives on!

Tom Wilhelm Ødegård
Norway

Although we were sad to see DC discontinued, Sega going multi-format is great news for everyone who loves good games. Like us! Yay!

MINTY NINTY

Dear GamesMaster,

Nintendo are the best software publisher in the world and maybe if Fudge (#106) was more open-minded he would be able to see that the "kiddy platformers" on N64 are fun for all ages and offer a strong challenge. I would love to see him try and find every banana in *DK64*! N64 may have had its bad points but the problems it had will only teach Nintendo to create the ultimate gaming system with Gamecube! They seem to be learning from their mistakes and I think Sony/MS are underestimating them. Nintendo will blow the competition out of the water when they finally

reveal everything in two months. You heard it here first!

Max Maslen, e-mail

Couldn't agree more. The likes of DK64 and Mario 64 are great whether you're six years old and can barely hold the pad, or a grizzled Quake master. And for those of you reading GM backwards, head to page 8 to see what Ninty have got up their sleeves.

WWF WISHLIST, CONTINUED...

Dear GamesMaster,

In reply to the letter in #107 about what you would like to see most in WWF games...

- Instead of computer entrances there should be real video clips of their entrances.
- More weapons.
- Sony should release add-on cards that you copy on to your memory card from slot two, letting you download the latest superstars and matches for a fiver instead of waiting for the sequel.

(The one) Liam G, e-mail

The memory card thing sounds complicated. How about being able to dive off balconies? That's got to hurt.

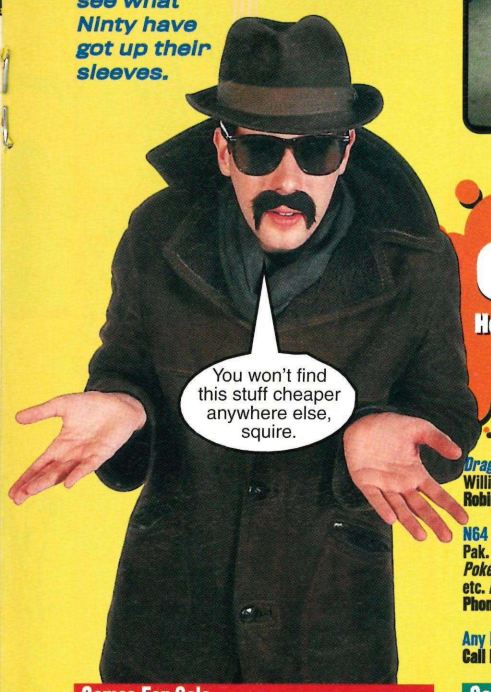
ARCADE LARKS

Dear GamesMaster,

This letter I'm writing is about arcades and how people say that I waste money in them. Every arcade I venture into I spend all my money in, but I don't see this as a waste. I often play on games at home, but it's a better experience in the arcade you see. When I'm doing something I love and enjoy, there really is no problem.

Michael Millington, Luton

We'd never call playing a good coin-op wasting money. It's better than robbing charity boxes, or mugging old ladies.



CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p63!

Games For Sale

Nine PS games for sale: *Resident Evil 3, Forsaken, Alien Trilogy, Deathtrap Dungeon, Time Crisis, The Best of Doom, TOCA Touring Cars, Street Racer and True Pinball.* Will sell the lot for £60 or £10 each game, or will swap any two games for *Medal of Honor: Underground.*
Call Jon Seddon on 01252 870 136, or 07719 547 739.

***Simon the Sorcerer* 1 & 2 for sale (PC).** £15 or may swap.
Call Nikos Hantsaridis on 0151 284 2587.

UK *Samba De Amigo* set for DC, including maracas. Hardly used, £150.
Phone Lee on 0161 798 8241.

Three PlayStation games for sale: *Gran Turismo 2* (£10), *FIFA 2001* (£15), *FIFA '98* (£5).
Contact Steven on 01525 761 655 or e-mail purton2000@another.com

PlayStation games for sale. *Resident Evil 2, Syphon Filter 2* – £10 for both or £5 each. All in good condition. Also for sale, an N64 machine with *Goldeneye* and one joypad. Only seven months old and in good condition. £50.
Contact me, Peter Green, on 07779 050 852 between 10.30am-5pm any day.

Six PlayStation games for sale. *TOCA Touring Cars* (£10), *WWF Warzone* (£10), *WCW Thunder* (£10), *Street Skater* (£5), *Excalibur 2555 AD* (£10) and *Cool Boarders* (£10), or £40 for all six. All come in their original boxes with their original manuals.
Robbie: 01467 620 832.

N64 games, *Pokémon Stadium* and Transfer Pak. Boxed with manual and in excellent condition. £30.
Call James Foster on 01752 851 198 (after 5pm).

Sega MegaDrive games for sale. £3 each, or get nine games for £15 and two joypads for £5, or all for £25.
Phone 01443 837 423 now and ask for Daniel.

Games Wanted

Has anyone out there got a copy of *Dead or Alive* (PS), *Smackdown 2* and/or *Nuclear Strike* that they're willing to swap? I can swap *Air Combat, WWF Attitude, WWF Warzone* (no instructions) and/or *Tomb Raider 3* for any of the above. All are in good condition.
Call Mitchel on Shields 456 5706 right away.

Games To Swap

Will swap *Wave Race 64* and *Zelda: Ocarina of Time* or *Quake 2* (N64) for *Donkey Kong 64* or *Perfect Dark*, or all three games for *Donkey Kong* and *Perfect Dark*, or *Perfect Dark* and *Diddy Kong Racing.*
Phone 07764 294 063 (after 3.45pm), or 0141 562 9733 (between 5-9pm). Ask for Kevin.

Will swap WCW/NWO Thunder (PS) for *Pokémon Pinball* (GB) or *Pokémon Gold/Silver.*
Call David on 07960 789 719

Consoles For Sale

Nintendo 64 for sale, with two pads and four top games, including *Goldeneye* and *Perfect Dark.* In good condition with all leads, unboxed. A bargain at £60. Must live around east Yorkshire and be willing to collect.
Call Wrighty on 07966 710 246.

Sega MegaDrive for sale, with 15+ games, including the *Sonic* saga (all but one game boxed), one control pad and one joystick, all leads, excellent condition. Hurry, it'll go quickly. £40.
Call Wrighty on 07966 710 246.

N64 for sale. Comes with two controllers and a copy of *Goldeneye.* All boxed, £75, or willing to swap for PSone with one controller.
Call Allan on 01224 684 940 anytime after 4pm.

Game Boy Pocket, link lead, case and light magnifier: £30 or willing to swap for Game Boy Color.
Get in contact with Tom in Bradford on 01274 822 097, or 07900 396 436.

Game Boy with link-up cable, carry case, AV Adaptor and a Game Boy Camera and 20 great games, including Grand Theft Auto, Mario Golf and many others (no boxes or manuals). £50 all in.
Call Micheal on 01253 315 740.

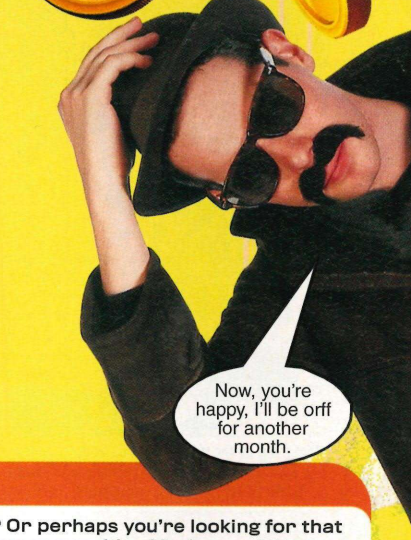
Dreamcast with two controllers, one VMU card, four games, six demos and five mags: £150.
Call Adrian on 07752 427 610 or 01633 677 625.

PlayStation 2, with five games, including *Zone of the Enders,* (with *MGS2* demo), *SSX, Moto GP, Smugglers Run* and *TimeSplitters* – all in good condition. Also comes with a memory card (8Mb), extra official pad and a vertical stand. All boxed with instructions and some demos and DVDs. All immaculately kept. Willing to let you see before you hand over any money. Only £450 ono.
Call Paul on 020 810 6144.

MegaDrive Game Menacer S2.
Call David on 07960 789 719

Boxed PlayStation for sale. 18 games, including *GT2, FIFA 2001, Tekken 3* and *WWF Attitude.* Two Dual Shock controllers and three memory cards. Everything is boxed and in good condition. All for £300.
E-mail Russel at russellpepper@hotmail.com

PlayStation with 11 games, including *WWF Smackdown 2, Resident Evil 3, Die Hard Trilogy 2.* Also comes with a Lightgun, two memory cards, and three controllers (one is a Gamester Dual Shock). Will sell for £250.
All enquiries, tel: 01242 677 157.



Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 63!

Female penpals wanted, no males. Must send photo and be aged between 11-13 (I'm 11). Should like R'n'B and Rap music and like to just chill out or hang out with your gang. Please also be nice looking. 100% reply guaranteed.
Danny Thompson, 82 Millfield Avenue, Montague Est, Newcastle-Upon-Tyne.

Yo, I'm looking for a male/female penpal. Must be aged 11-14 (I'm 12) and you've got to like Rap and PlayStations. Reply soon.
Write to: Jay Crawford, Bryn Cartref, Rhydymwyn Road, Gwernaffield, Mold, Flintshire, CH7 5DX.

Female penpal wanted aged 13-14. I'm 13. I like nu-metal and rap. Must hate *Pokémon* and all that monster rubbish. Photo please! I absolutely love *X-games*. Write back soon.
Nathan Thompson, 18 Elliston Grove, Sydenham, Leamington Spa, Warwickshire, CV31 1YN.

Male/female penpal wanted aged 13-15. I'm 13. Must like Offspring, Limp Bizkit, Ko9n, Slipknot, etc. Photo if possible. 101% reply guaranteed.
Ben Fox, 193 Churchill Road, Bordesley Green, Birmingham, B9 5NX.

Male/female penpal wanted, aged 12-14. Must like fishing, sports and rock music. 100% reply guaranteed.
E-mail Adam Chubbock at: ricepudding100@hotmail.com

Male or female penpal wanted aged 19-21. I'm 21 and I support Arsenal FC, I hate WWF and I'm into RPG games on PS and DC, including *FF7* & *8* and *Resi Evil*. Must like Manga films and *Pokémon*. I hate all sports games. Please send photo. 100% reply guaranteed. Ta.
Lisa Marie James, 10 Deancross Street, Stepney, London, E1 2QA.

Penpal wanted. I am a 23 year old female who likes PlayStation, Game Boy and N64. Don't mind what you like, and you can be any age, male or female. Oh, and I like *Pokémon* too.
Jo Turner, 2 Melton Place, Epsom, Surrey, KT19 9EE.

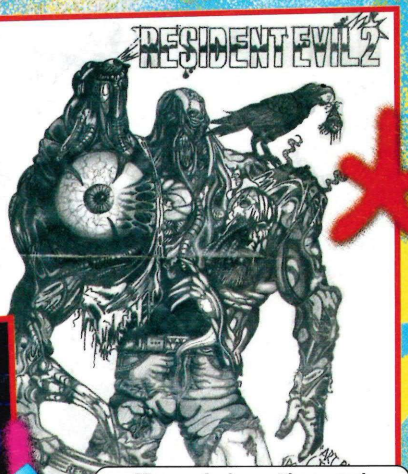
Hi there! My name is Jay and I'm 12 and I'm looking for a female penpal. Must have N64 or PlayStation and like *Zelda* or *Crash Bandicoot*-style games. You should be aged between 12-13.
Get writing to: Jay Locke, 141 Northey Road, Southbourne, Bournemouth, Dorset, BH6 5LT.

Male/female penpal wanted. Must be aged 9-13 (I'm 9). Must have a PSone or PS2, N64 or Game Boy. Must like *Pokémon* or *Digimon*. Please send a photo of yourself. 100% reply guaranteed.
Ryan Moss, 25 South Down Close, Midhurst, West Sussex, GU29 9TH.

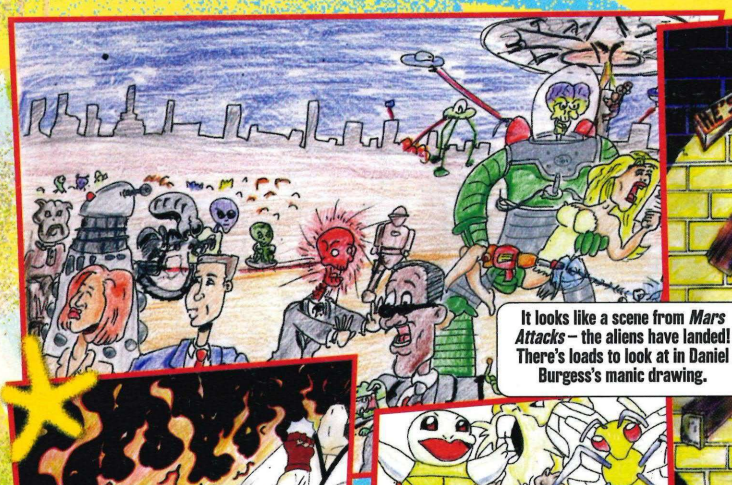
I'm looking for a male penpal aged 10-14. I am 11. You must like WWF, *The Simpsons*, and Ali G. I like football and support Blackburn Rovers. My favourite player is Garry Flitcroft. You must abhor *Pokémon*. Please send a picture and a mobile number if possible.
Harry Quinn,115 Beaufort Road, Bare, Lancaster, LA4 6UB.

GM ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 63!

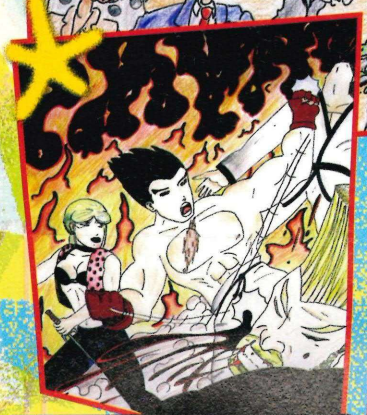


Blimey, we've been getting a superb quality of drawings lately, and this is no exception. Mind blowing detail from the shade master James Beaven.



It looks like a scene from *Mars Attacks* – the aliens have landed! There's loads to look at in Daniel Burgess's manic drawing.

Yeuch! More *Resi* horrors abound in Robert from Kent's colourful drawing. All together now, "It's behind you, Claire!"



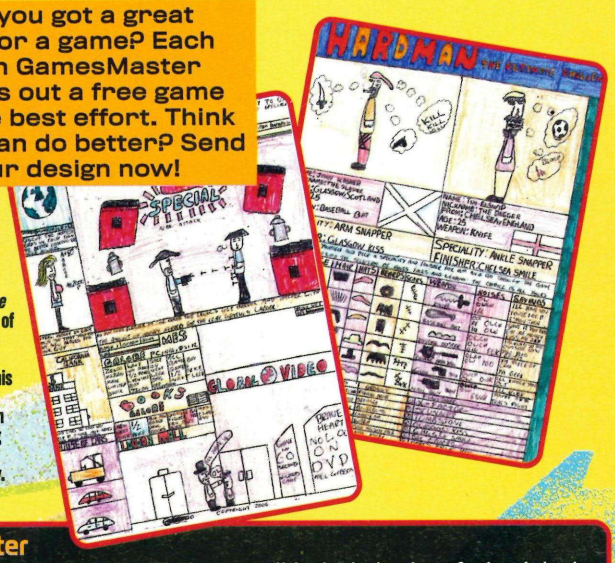
Capturing all the violence and gore from *Tekken Tag Tournament*, Dave Smith (artist) and Richard Smith (inker) make a great drawing team.

Q. How do you draw eight pokémon on one sheet of A4? Erm, we're sure there's a joke there somewhere. Cheers to Chris Augustine for this poster picture.

Do a double take or you'll think it's a screenshot. James Greenway's got the cel-shading spot-on here. Handy with a can yourself, James?

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!



Taking its inspiration from wrestling games, *Hardman: The Ultimate Challenge* sees a gang of lager-drinking British thugs battling it out. Each character's got his own weapon, special move (such as the arm snapper) and finishing move (Glasgow kiss). Thanks to Zak Ramsay.

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 63. If you win you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Thomas Viles' *Blade Metal* sees you taking on the role of a stealth assassin on a confidential mission. It's chock-full of some of the coolest weapons we've ever seen. As Thomas himself says, what more could you ask for in a game, greedy?

▲ Thomas' drawings of the weapons and scenery in the game are ace, and really get across the futuristic, violent feel of the game. It's definitely not one for the faint-hearted by the looks of things.

OUT NOW!

Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

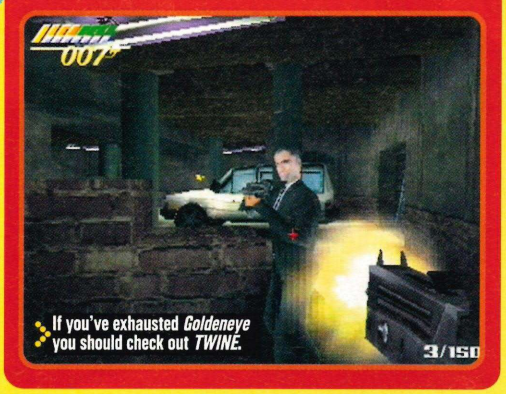
The World Is Not Enough

PRICE: £30 PUBLISHER: EA

REVIEWER

Ryan Ansell

James Bond has always been a good character to base a game on – all the games to date have been very good. *The World is not Enough* follows in the footsteps of its predecessors, though it's let down by the fact that it hasn't got a multi-player option. On *Goldeneye*, the multi-player game was a major reason why it was so highly praised. In *TWINE*, the missions are a bit easy – even the boss at the end wasn't too difficult to defeat. The best level is the Casino level because you get to play Black Jack and win enough money to pay a bloke to tell where to go next. Unfortunately, there aren't as many weapons here as there were in *Goldeneye*, and the weapons practically make the game in first-person shooters. That said, the graphics are good and push PSone to its limits. The Bond tune you can listen to is excellent and there are plenty of video clips to watch after you have completed the missions. All in all, *TWINE* lacks the weaponry and multi-player element of *Goldeneye*, but it's very good.



If you've exhausted *Goldeneye* you should check out *TWINE*.

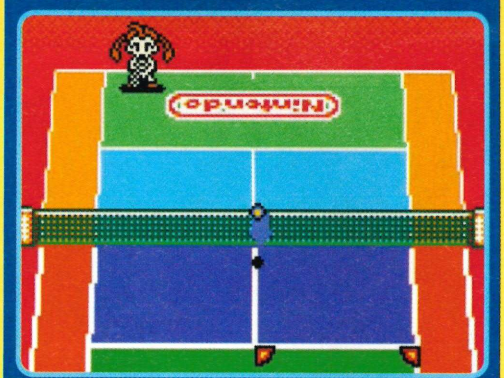
Mario Tennis

PRICE: £25 PUBLISHER: NINTENDO

REVIEWER

Christopher Deez

My favourite game at the moment would have to be *Mario Tennis* on Game Boy Color. "Why?" I hear you ask. Well, because it is a fast and furious tennis game with fantastic graphics. It also has mini-games like Luigi's Shooting Star, Donkey Kong's Banana Bunch and Baby Mario's Target Shot game. In Career mode you choose between a boy or girl player and a doubles partner. First of all you get a guided tour of the tennis academy and then you go into the junior class level where you compete to be number one. From here you go on to the senior class level. You can also do this in Doubles mode. If you have an N64 with Transfer Pak then you can download players from the your Game Boy copy of *Mario Tennis* onto your N64 copy. If you would like to find out more, then go to the shops and buy yourself a copy. It's a must-have game for all Game Boy Color owners.



▲ Another Mario gem from the minty Ninty. It may not look as good as DC's *Virtua Tennis*, but it ranks alongside its playabilty.

Spider-Man

PRICE: £30 PUBLISHER: ACTIVISION

REVIEWER

Michael Carter

I think *Spider-Man* is one of the best games I own. It is a brilliant arcade adventure where Spidey crawls, swings, fights and jumps his way around, pulling off all sorts of aerial manoeuvres across a full 3D New York City scape. Neversoft have done a great job. They've recycled the *Tony Hawk's* game engine and built the incredible looking city. Though the game is fairly short, it will last ages in the end as there are secrets, hidden costumes (32!), and secret comic books hidden for you to find in various places, ranging from a bank to a secret surveillance base (the Green Goblin's costume). Then there are the training minigames that are included which give it an even longer life. In them you have to perform tasks such as jumping down on an electric floor to grab counters, and it features a Survival mode where you must kill as many baddies as possible within 90 seconds. The graphics in the game are fantastic, and the Spider-Man pictures are all extremely detailed and well animated, with everything looking lovely and cartoony. On the whole I'd recommend this game to action/adventure fans, and I'd especially recommend it to fans of Marvel comics, like me!

"Spider-Man, Spider-Man, washed his knickers in a frying pan". Ugh, greasy!

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

What's the scariest movie you've ever seen? What sport do you most like playing? And which console do you most want in the future?

SCARY MOVIE _____

SPORT _____

CONSOLE _____

Check back next month for the results!

Result!

In issue 106 we asked you for your favourite comedian, your favourite flavour of crisps, and who you support: Buffy or the Vampires.

COMEDIAN: Ali G/Jack Dee!

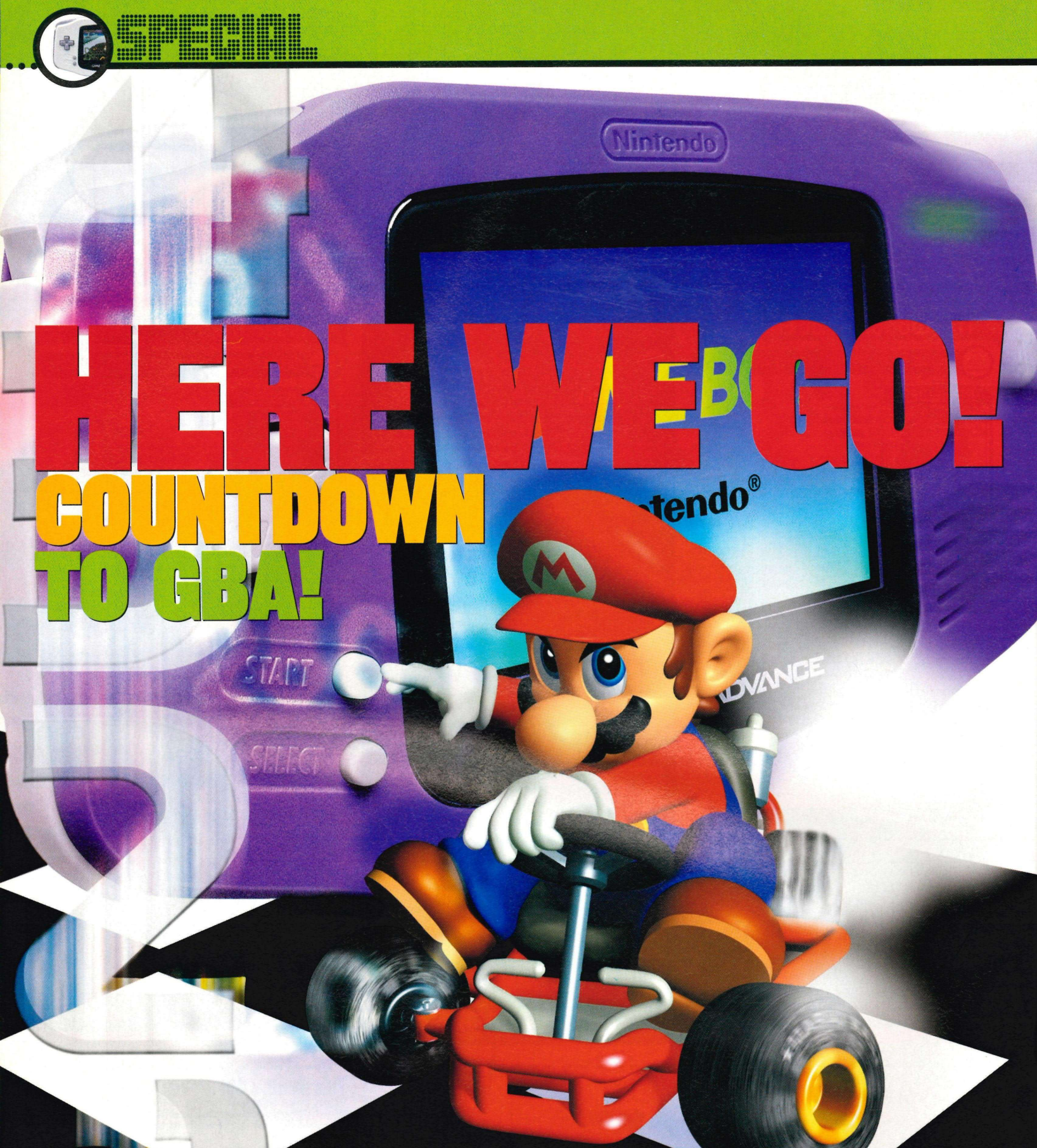
CRISPS: Cheese and onion.

BUFFY/VAMPIRES: Buffy *just* takes it!

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

HERE WE GO!

COUNTDOWN TO GBA!



There's a new Game Boy in town. Ninty have, quite literally, turned the handheld classic on its side, boosted its brainpower and come up with a cart load of new titles for us nimble fingered portable people to play on. So why should you spend your hard-earned cash on one? Well, if you really need an excuse, here are 10 very good reasons:

10 IT HAS MORE BUTTONS!

The GBA ups the button count to four (six if you include Start and Select), and more buttons means more complex control systems are possible – opening the way for more sophisticated games. But the genius part is placing them on the top left and right corners of the handheld. These shoulder buttons are far more intuitive than they would be on the front of the console. They will come into their own as triggers in shoot-'em-ups, or for banking left and right in games like *F-Zero*.

09 GRAPHICS & SOUNDS!

The screen is a massive 50% bigger than the GBC's – 240x160 pixels versus 160x140 – so more action can be packed in than ever. The widescreen (as used on top-notch tellys) mirrors the field of human vision, so it looks more natural – which is particularly great for platformers so you can view an extended playing area to the left and right.
A similar amount of colours to GBC are available – about 32,000 – but more are available at once: 500-plus in Character mode, or all 32,768 in Bitmap mode (GBC can only manage a piddly 56). And because all 38,400 pixels are packed into a 2.9 inch screen, the display is razor sharp! Sonics have also been massively improved, with a dedicated PCM stereo sound processor included.

08 POWERFUL HARDWARE!

The old 8-bit Z80 processor has been replaced by a super-fast 32-bit ARM CPU, putting it in a league with the likes of PlayStation. It has some advanced graphical trickery, such as Mode 7 zooming and scaling effects, as used on SNES. A cross between SNES and PS is a fair description. It doesn't have dedicated 3D hardware but, because screen resolution is quite small, there's less data to shift. Rest assured, programmers will find ways of emulating 3D soon. We've already seen a passable version of a *Doom*-like game from expert GB coders Crawfish.

07 KICKIN' GAMES!

As with all consoles, the quality of the games will improve drastically over time (though the launch games aren't bad – check out the reviews.). The huge expectations for GBA means publishers are falling over themselves to bring out an exciting mix of well-known ports from other consoles, as well as new titles unique to the handheld. The big N will also be pulling out all the stops to ensure success, which means top quality titles starring your favourite characters: Mario, Link and, yes, we expect GBA *Pokémon* is on the cards.

06 BACKWARDS COMPATIBILITY

Don't want to stop playing all those old classics? Don't worry – the GBA is fully backwards compatible with all previous models of the Game Boy, and so your old games will play perfectly well. In fact, your games will look better on the Advance. Pressing the shoulder buttons allows you to switch between regular (where the game is surrounded by a black border) and widescreen, where the image is stretched to fit. The only slightly irksome thing is that because the new carts are tiny, old carts stick out the back of the GBA like a sore thumb.

05 MULTI-PLAYER GAMES!

The Game Boy has always allowed two players to play against one another with a link cable, but the Game Boy Advance takes this to a new dimension – now up to four players can take part in multi-player marathons!

But the real innovation here is that some games can be played multi-player with just the one cart! The host machine downloads a portion of the game code to the other machines. No more having to have exactly the same games as your buddies. How cool is that?

04 THE BATTERIES!

The amazing success of Game Boy can be largely attributed to its long battery life. The original black and white Game Boy was technically inferior to other machines available at the time such as the Atari Lynx and Sega Game Gear, but those machines sucked batteries dry in a couple of hours, while the GB was still going strong 20-plus hours later.

Once again, a pair of AA alkalines will last a flight to the other side of the world, but this time there's a cool feature where the glowing green LED turns red to warn that you've only got a couple of hours' of playing time left.

03 IT'S GOT SEXY CURVES

The clunky brick look of the old Game Boys has gone to be replaced by sleek, curvy lines and, despite the bigger screen and added functionality, it's actually slightly slimmer than previous models. It really is a desirable little number!

It comes in a range of trendy colour schemes too. The first machines will be available in white, purple and a translucent blue. There's a pink machine coming (for the girls, we reckon) and, in Japan, there's a limited edition Pokémon model (see right). Is there anywhere they don't get?

02 IT'S AFFORDABLE!

The launch price of most new consoles is enough to put off all but the earliest adopters with more money than sense – especially as you know that in six months or so the cost will drop like a stone. Buy a PlayStation 2 today, for example, and you can expect to shell out a whopping 300 quid. Come Christmas, though, and hopefully you'll be paying £100 less!

Not so with Game Boy Advance. With a retail price of just £90, it's designed to be mass-market right away. Any reduction in price will take years (just look at how Game Boy Color has kept its price), so there's no reason to delay your purchase.

01 IT'S OUT NOW!

It's the only new console you'll be able to buy this year. Xbox and Gamecube won't be available until Spring 2002 – and that's providing their release dates don't slip. The 22 June UK release date is less than two weeks behind the Americans, so you won't need to go to the trouble of paying over the odds for overpriced import units.

So what are you waiting for? Reserve your Game Boy Advance right now and make sure you're the first on the block to get one in time for the summer!

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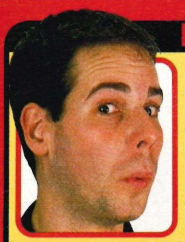
Adults: Advance only: £15
Child (under 14): Advance only: £9
Family (2 Adults/2 Children): Advance only: £39
Camping passes £5 per person - Valid for Fri & Sat Only

Ticket sales are subject to a maximum capacity of the venue

Quote code: GMJuly

NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE!...BRITAIN'S BEST REVIEW ZONE!... BRITAIN'S BEST REVIEW ZONE!...



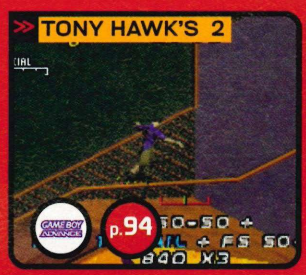
REVIEWS EDITOR

Hello and welcome to my domain! You're about to enter the most in-depth reviewing area in the whole world! We endeavour to review EVERY new game EVERY single month, along with full reviews of games that are currently big in Japan and the US, thus making sure you're right up-to-date with the very latest gaming releases. Enjoy!

Oliver Hurley

p.82

RED FACTION


p.94

TONY HAWK'S 2

GRAN TURISMO 3 A-SPEC

p.68

CHRIST IN A TOYOTA SUPRA GT! WE'VE DRIVEN THE BEST RACER EVER!

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	66%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	48%
NBA LIVE 2000	81%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p.91 • Rainbow Islands • Spider-Man 2: The Sinister Six • Tech Deck Skateboarding • The Mummy Returns •

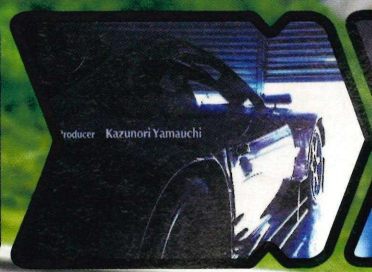
GRAN TURISMO 3 A-SPEC (PS2)	68	UNREAL TOURNAMENT (DC)	93
MAT HOFFMAN'S PRO BMX (PS)	72	TONY HAWK'S PRO SKATER 2 (GBA)	94
RUGBY (PS2)	74	CHU CHU ROCKET (GBA)	95
SPIDER-MAN (DC)	74	CASTLEVANIA (GBA)	96
POKÉMON PUZZLE CHALLENGE (GBC)	75	GT ADVANCE (GBA)	96
CRAZY TAXI 2 (DC)	76	MARIO ADVANCE (GBA)	97
EXCITEBIKE 64 (N64)	78	KURU KURU KURURIN (GBA)	98
EVIL DEAD: HAIL TO THE KING (DC)	79	KONAMI KRAZY RACING (GBA)	98
OPERATION FLASHPOINT (PC)	80	F-ZERO (GBA)	99
RED FACTION (PS2)	82	RAYMAN ADVANCE (GBA)	100
POWER DIGGERZ (PS)	86	PINOBEE (GBA)	101
EMPEROR: BATTLE FOR DUNE (PC)	86	TWEETY AND THE MAGIC GEMS (GBA)	101
EXTERMINATION (PS2)	87	GT CHAMPIONSHIP (GBA)	101
ALONE IN THE DARK: THE NEW NIGHTMARE (PS)	88	WACKY RACES (PS2)	102
THE BOUNCER (PS2)	92	STARTOPIA (PC)	102

Reviews Round-up p103 Grouch (PC) • Gilbert Goodmate (PC) • Crisis Beat (PS) • Street Fighter EX2 Plus (PS) • Toshinden 4 (PS) • Caesar's Palace 2000 (PS) • Silent Bomber (PS) • Virtual Kasparov (PS) • Mr Driller (PC) • Army Men: Omega Soldier (PS) • Army Men: Lock 'n' Load (PS) • Thames Racer (PC)

Put your foot on the gas and turn the page to get on track.

REVIEWER

Rick Moulton



OUT: NOW (JAPAN) **FORMAT:** PS2 **PRICE:** IMPORT **DEVELOPER:** POLYPHONY DIGITAL **PUBLISHER:** SONY **SPECIAL FEATURES:** GT FORCE WHEEL **OTHER FORMATS:** NONE **CALL:** 0207 533 1400 **PLAYERS:** 1-6

GAMING MASTERPIECE

Gran Turismo 3: A-Spec

Racing fans rejoice: the most **eagerly awaited** driving game ever is finally **here.** And it's **grand.**

We waited, waited... and waited. But the promised 128-bit update of *Gran Turismo* failed to surface. Dubbed *GT2000*, it was supposed to appear last year to coincide with PS2's big launch. Instead though, we had to make do with the slightly lame *Ridge Racer 5*, dodgy F1 titles and dull off-roaders.

Softography
These guys have also made...

Gran Turismo	92%
Gran Turismo 2	92%
Moto Toon GP	72%
Moto Toon GP 2	79%
Omega Boost	74%

But Polyphony Digital have been busier than a genetic crossbreed between bees and bunnies. Instead of making merely a flashy update of *GT2*, as they had originally intended, the coders locked themselves away in a dark room for nearly two years, tweaking their baby to perfection.

FANTASTIC

The result is a fantastic, full-blown sequel with new cars, tracks, and modes, plus the greatest racing game graphics and handling we've ever experienced. The wait was most definitely worth it.

The first thing that strikes you about *GT3* is how familiar it seems. The menus and accompanying jazz music feel like the return of old friends.

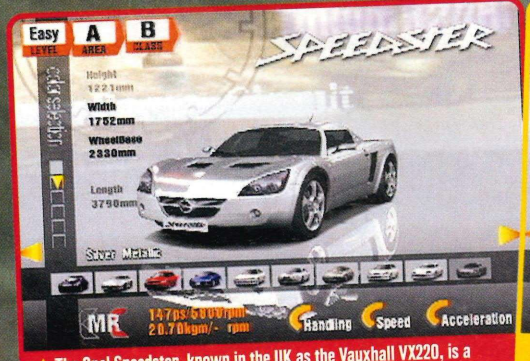
OLD FAVES

The Arcade mode makes a welcome return, as does the rallying from GT2, and the full-on Gran Turismo mode looks as vast as ever. But as soon as you get behind the wheel and feast your eyes on the gorgeous graphics all comparisons to the PSone versions go out the window.

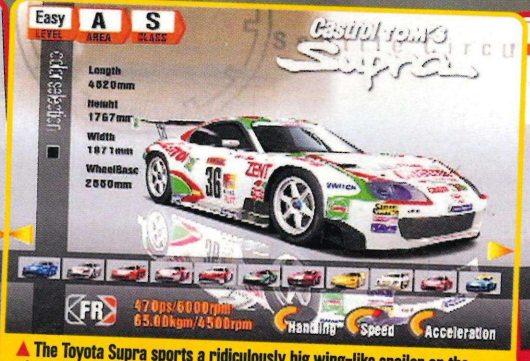
You can see every bit of detail on the cars' bodywork, from the shiny

The Car's The Star!

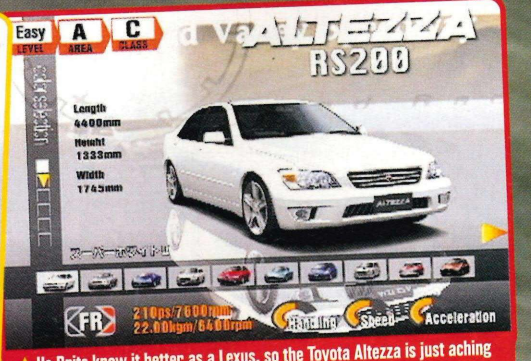
Most gamers like cars – stereotypical but true. Whether it's a two-inch toy or a real life dream machine, there's nothing better than a new motor to pamper. So feast your eyes on these beauties...



▲ The Opel Speedster, known in the UK as the Vauxhall VX220, is a speedy number. But it's light and slippery to control.



▲ The Toyota Supra sports a ridiculously big wing-like spoiler on the back. That's to stop it taking off into orbit.

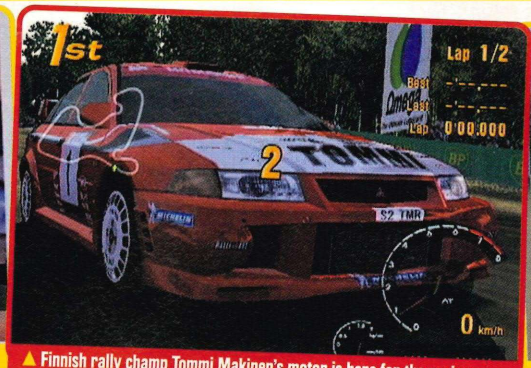


▲ Us Brits know it better as a Lexus, so the Toyota Altezza is just aching to be tuned up into a monster racing machine.

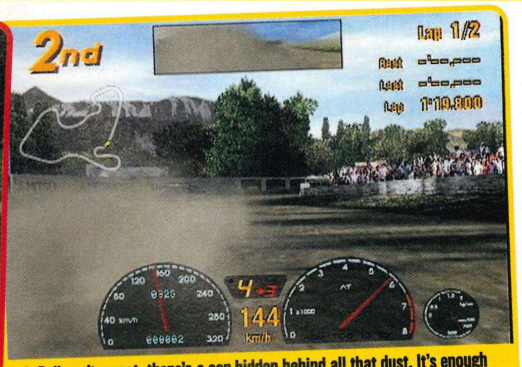
Rally Round Again!

The Rally mode was one of the highlights of *Gran Turismo 2*, and it's even better in *GT3* thanks to incredible graphics, improved dust effects, superb speed and perfect handling.

▲ Rallying is hugely different from road racing, so it has its own league full of tough, arduous races to conquer.



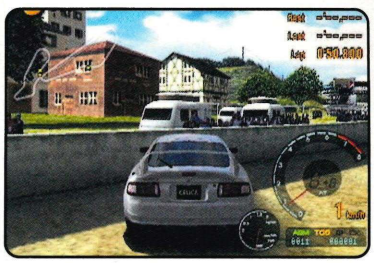
▲ Finnish rally champ Tommi Makinen's motor is here for the racing, too. Naturally, it's one of the best you can buy.

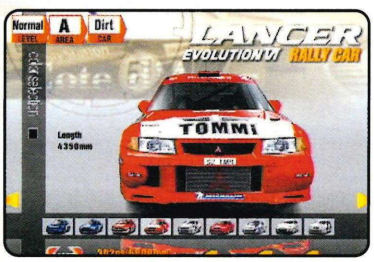


▲ Believe it or not, there's a car hidden behind all that dust. It's enough to bring tears to your eyes.

The Best Bit

Has to be the amazingly detailed up-close graphics. Choke on that exhaust!

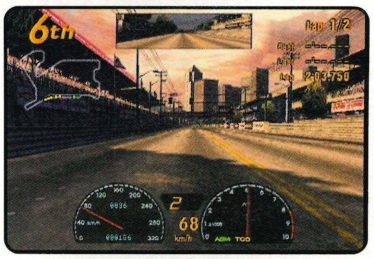




Factpack

The stuff you need to know...

Cars	170
Polygons per car	2000-4000
Tracks	36
Frames per second	60



▲ Here's an example of the graphical power on offer. See that skyscraper in the distance? In a minute, you'll be racing right next to it, and it'll be in super sharp detail with no blockiness to spoil the view. Drool.

badges to the glittering glass in the headlights. And when these babies are on the move it gets better. The way they lean on their suspension, the way the wheels judder across gravel, and the way the front end dips down when braking – it's a car lover's dream come true.

FAST TRACK

Once you've got over the way the cars look, the tracks are just as impressively detailed. No longer must we suffer flat 2D buildings in the background that never get closer when you drive towards them. *GT3* boasts some of the biggest polygon-pushing buildings seen outside of an expensive arcade machine. Take the new Seattle course, for example. Half way through the race you'll spot what looks like a baseball stadium in the distance. Thirty seconds later, you're right alongside it – and it's towering over your puny car like, well, like a big baseball stadium. It's moments like this that make *Gran Turismo 3* very special indeed.

But all this graphical finery would be worthless if *GT3* played like a lame donkey. Good job, then, that it's the racing equivalent of a thoroughbred.

While the *GT* series has always prided itself on realism, the rough graphics and inferior processing power of PSone couldn't suspend belief enough to make you feel like you were really racing.

... A fantastic, full-blown sequel with new cars, tracks, and modes, plus the greatest graphics and handling we've seen...

REALISM

But PS2's Emotion Engine has finally delivered the goods Sony promised us. With a combination of realistic graphics and mind-boggling mathematics, Polyphony have pulled off what so many other racing games have missed: that indescribable feeling of being in control of a real car. Through just a joypad you can sense the weight and size of the car better than ever before. Make a small adjustment to the suspension, for instance, and you can tell the difference instantly – it's that precise.

And this is where *Gran Turismo's* audience will be split. The intense realism of the series has always put off folk who'd rather just race than

Car Care!

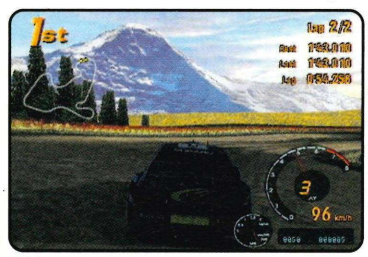
▲ In GT mode, looking after your car is important. Get an oil change regularly.

▲ Obviously tyres will wear out with prolonged abuse. Time for a nice shiny new set.

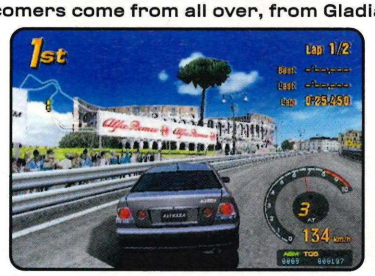
▲ In long races, keep an eye on the tyre wear indicator (bottom left). Time for a pitstop.

Track 'Em Down!

GT3 has some new tracks. The newcomers come from all over, from Gladiator country to the land of muesli.



▲ The Alps make for great rallying: open space, dirt tracks and clean air – but not for much longer.



▲ Rome was home to chariot races. The transport has improved, but the races haven't changed much.

▲ Smokey Mountain has a great example of *GT3*'s lighting. Check out the sun twinkling through the trees.

The Grand Tour!

It may not look like much on the outside, but games don't come much deeper than *Gran Turismo* in GT mode, and this third version is no exception. Prepare to lose loads of your spare time to the ultimate challenge.

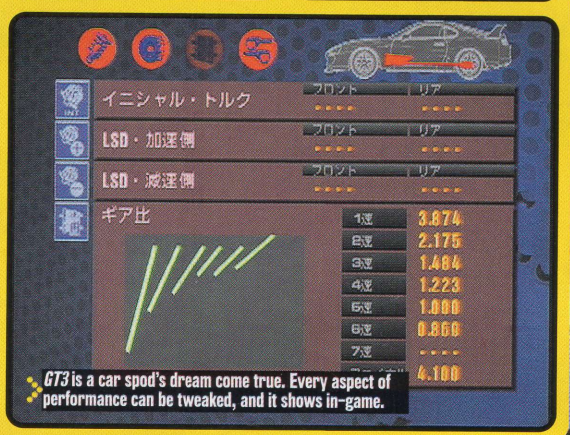
▲ The main screen may look simple but it hides a whole world of gameplay.

▲ All the major manufacturers from the world of motoring are here. Except Lada.

▼ You can't get better than a quick part upgrade, so be quick and fit it.

▼ One of the first cars you can afford is the Vitz, also known as the Yaris.

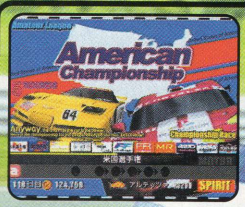
Win a gold ranking in all cup races and you'll win yourself a new car. If it's no good, just flog it!



GT3 is a car spod's dream come true. Every aspect of performance can be tweaked, and it shows in-game.

League Of Its Own!

It'll take weeks of play to work your way through *GT3*'s leagues. The first, Amateur, throws you straight in at the deep end.



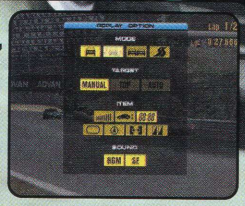
Each league contains at least 20 championships, which can be made up of many individual races.

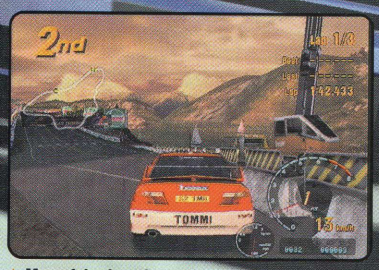
Most races require a certain car to enter, so you may have to come back later when you've got the dosh.

The final league, the Endurance section, will test your skills to the limit. A two-hour race? Phew. It's a long way.

Action Replay!

The replays make a return, and this time they're incredibly detailed *and* packed with different options.





▲ Most of the time, the trackside detail will be lost on you. But stop for a sec and you'll see sights like this.

▲ Here's that big building we mentioned on p69, up-close.

The new music video-style replay option is cool. It changes camera angles and colours in time with the tunes.

You can now select from many different outside views, from any angle of your car. This ground-hugging one is especially fast.

The chase camera view affords a fantastic view of your vehicle. Perfect for checking out the superb car detail.

twiddle with their transmission, but that's why the game has two modes. In fact, you could say that *GT3* is really three games in one – each of which would be a fine purchase.

THE MODES

The Arcade mode is perfect for a quick blast with a souped-up speedster, plus there's the excellent multi-player option (more later). And, while there isn't a separate mode for it, the rallying experience is so much high-speed, dust-kicking fun that it beats *Colin McCrae* into a cocked hat. But the main part is the fabled Gran Turismo mode – it's here you'll lose big chunks of your social life.

Those of you familiar with the *GT* experience will be instantly at home here, and newbies needn't worry because the mode has had a streamlined overhaul.

From the main screen you can obtain a licence for higher-spec cars, check out your garage, visit the parts shop, test your motor, clean the car and, of course, race.

> "... It takes **tremendous** effort, but it's **worth** it to get behind the **wheel** of a **cool** rallying **beast**, or hidden **Formula 1** car..."

LONG LIFE

There are five leagues to take part in (from beginner, through rallying, to intense endurance contests) each containing about 20 events, and each event includes from three to 10 races. Safe to say, this is a big game.

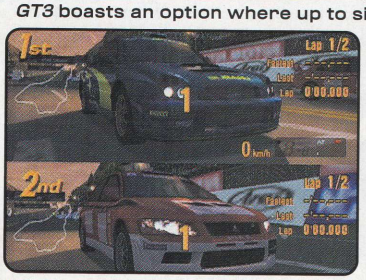
If you're thinking this sounds like daunting stuff, don't panic. You'll need to pass licence tests to progress through each league, and these act as excellent guides to driving like a pro. Soon, you'll be hugging that racing line with the best of them.

And that's the key to *Gran Turismo*'s success. The full *GT* mode may require time, patience and dedication but you're rewarded with immense satisfaction and piles of cold, hard cash. And what does cash make? Cars!

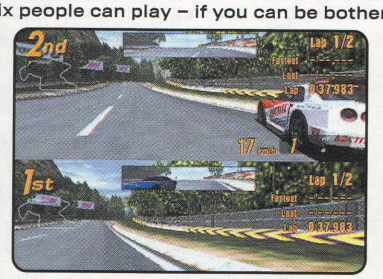
It may take tremendous effort, but it's worth it to get behind the wheel of

Multi-Player Madness!

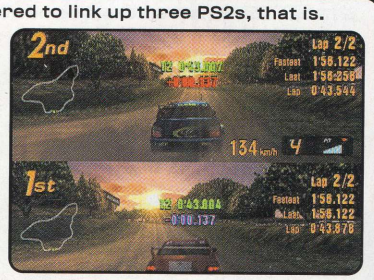
GT3 boasts an option where up to six people can play – if you can be bothered to link up three PS2s, that is.



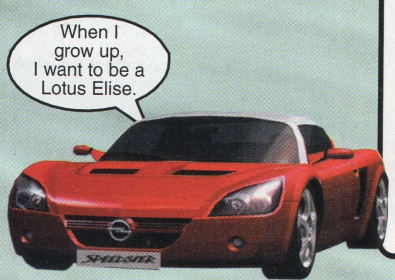
▲ Split-screen two-player is a terrific experience. It's fast, smooth and never slows down. It's ace.



▲ The incredible amount of graphical detail never lets up, whether your car's on screen or not.



▲ Rallying against a mate is great fun, especially because you can send dust flying in their face.

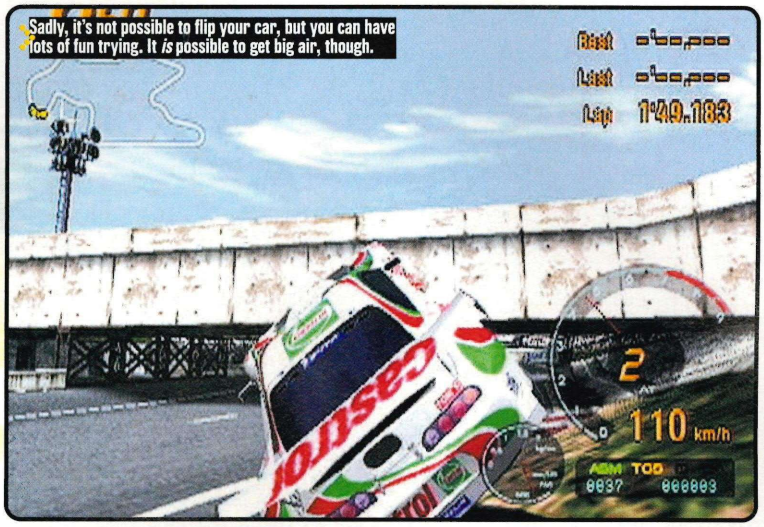


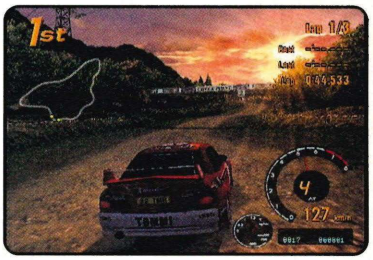
Bad Weather!

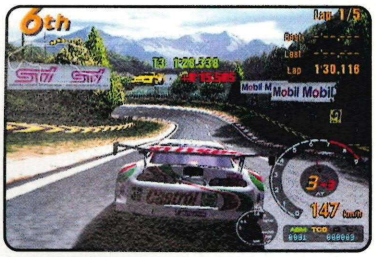
For the first time in a *Gran Turismo* game you'll be able to experience proper weather effects, plus even realistic night driving. When you combine the two together you're in for the scariest drive of your life. Hope your dinner's gone down...

▲ On the starting grid your headlights are twinkling brightly in the dark. Prepare for some of the most intense street driving ever seen.

▲ Racing on wet streets means a quick change of tyres for extra grip, otherwise you're going to be in a world of hurt.





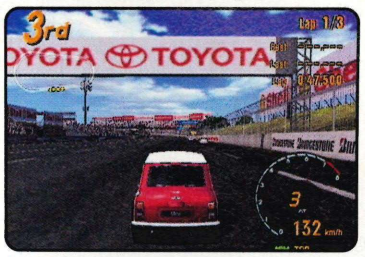


Stacks of Tracks!

Many favourite tracks from *Gran Turismo* get a 128-bit makeover in *GT3*. Question is: can you recognise them?

▲ Here we're driving over the famous blue bridge on the Grand Valley Speedway course. Looks nice, eh?

▲ Anyone recognise these twisty tunnels? Yep, it's the tricky Special Stage 5 course, seen here at night.



▲ The Super Speedway oval course makes a comeback, as does the classic Mini Cooper.

a super cool rallying beast or uncover the hidden Formula 1 cars.

FEWER CARS

GT veterans may see red when they learn that *GT3* has had to take a drastic cut in cars compared to its predecessors, and there are only a handful of new tracks. But everything happens for a reason, and Polyphony's reasons justify the cuts.

Firstly, the improved graphics took ages to create (one week for each *GT3* car, as opposed to a day for a *GT2* model). But 170 is still an impressive figure.

The shortage of new tracks won't make a scrap of difference to newbies, and *Gran Turismo* fans will relish the chance to race the old favourites with improved graphics, and take in the new surprises.

And this is the first game to feature PS2's much talked about i-Link feature, which allows you and five mates to race simultaneously (providing you've got three consoles, three tellies, three copies of the game, a load of plug sockets and lots of space, that is). But even the bog-standard two-player option is superb. It's incredibly fast and smooth, without a hint of slowdown, and crams in the same amount of detail as the full-screen game.

SIM-PLY THE BEST

It's a blessed relief to say that, for once, the hype was right. Picky people may argue that it's the same game with prettier graphics – and they'd be right. *Gran Turismo* has always been simply a driving simulator: no more, no less. There's no Story mode, no Bond-style gadgets and no bosses to defeat. *GT3* is an amazingly immersive, impressive, rewarding and – most importantly – fun experience. Enough, even, to warrant shelling out 300 smackers for a PS2 to play it on.

Polyphony Digital deserve praise for not releasing the game till they were completely happy with it.

▲ Another example of the incredible polygon-pushing power of PS2. Check out the big stadium ahead!

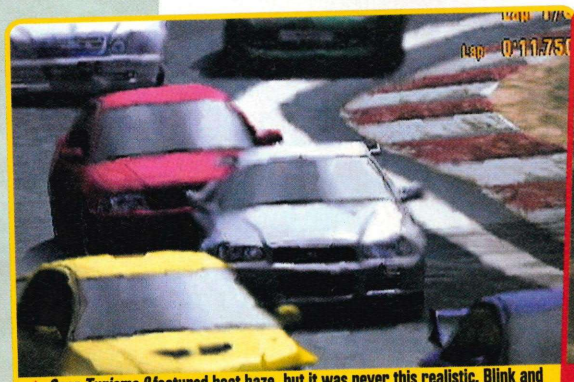
Car Stereo!

We're not sure if the Japanese version's soundtrack will change when it's released in the UK, but it's good enough already thanks to the round-up of cool driving music from the likes of Ash, Feeder and, erm, Lenny Kravitz. Suppose you can't have everything.

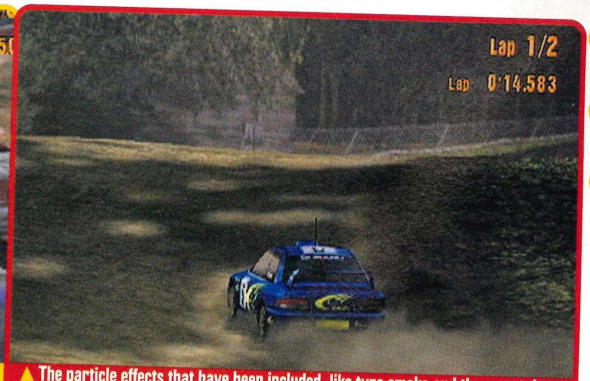
▲ You can even make your own compilation of tracks to listen to while racing long events.

The Heat Is On!

To add to the amazing realism of *Gran Turismo 3*, Polyphony Digital have created some great effects, like wobbly heat haze.



▲ *Gran Turismo 2* featured heat haze, but it was never this realistic. Blink and you'd think you were watching real racing.



▲ The particle effects that have been included, like tyre smoke and the smart dust blasts in rally races, look absolutely incredible.

Judgement

GRAPHICS Incredibly detailed, realistic, smooth and fast, without a hint of slowdown.

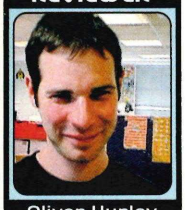
GAMEPLAY Sublime car control and more options than you can shake a stick at. Best of all, it's fun.

LIFESPAN Beating every track and owning every car will take till this time next year.

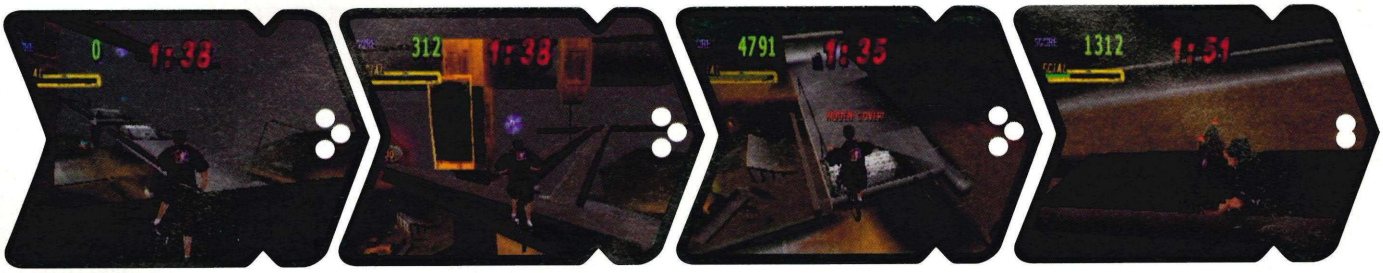
Quite simply, *GT3* is the best driving game in the world, ever. And that's not just on PS2, but on any system. Believe the hype. Fantastic.

Overall 95%

REVIEWER



Oliver Hurley



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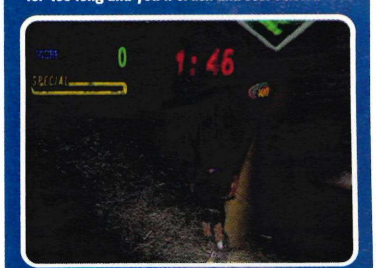
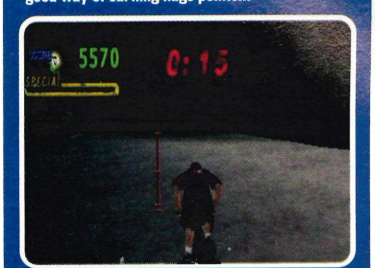
Trickery!

The key to success at *Mat Hoffman's* is stringing together moves without falling off. To earn massive scores you'll need to link tricks with either grinds or manuals (wheelies to you and I).

▲ Grinding itself is really simple but the trick is knowing when to end the trick – hang on in there for too long and you'll crash and score nowt.



▲ Linking together numerous grinds with various flips and twists (not their technical names) is a good way of earning huge points...



▲ Manuals allow you to do the same thing but on the ground as opposed to along ledges. They're a lot trickier to get to grips with though.

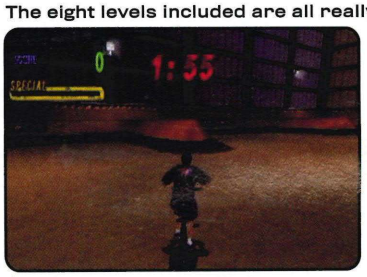
Cheeky reworkings of *Tony Hawk's Pro Skater* are on the way. Next: *Tony Hawk's Pro Space Hopper*.

Mat Hoffman's Pro BMX

▲ There's a pretty decent two-player game that's not entirely dissimilar to that of *Tony Hawk's*. Surprise.

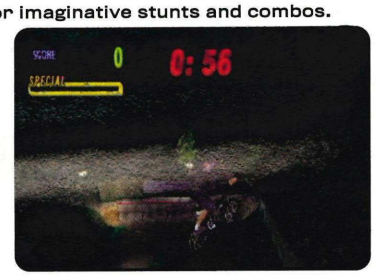
Level Playing Field!

The eight levels included are all really well designed with plenty of scope for imaginative stunts and combos.



▲ The first level is the Hoffman bike factory – pretty compact but not without scope for lots of stuntage.

▲ The 'sloppy' or 'perfect' scoring system of *Tony 2* isn't included so just make sure you land somehow.



▲ On the competition levels you have three runs that are judged against a field of imaginary opponents.

Okay, let's not mess about. This is little more than *Tony Hawk's Pro Skater* on a bike, with all the good – and bad – things you'd expect.

The controls, gameplay and structure are ported directly from the Hawkster's legendary first PlayStation outing, the major difference being that you're on a bike.

So, you begin with a mere one course available to you, with a further seven to unlock. With a combination of scoring points through pulling off ever more impressive stunts, collecting icons (in this case, magazine covers instead of the videos you had to pick up in *Tony Hawk's*) and accumulating letters, you'll soon become a (virtual) BMX god.

Softography

These guys have also made...

GTA: London 1969	81%
Caesar's Palace 2000	62%
Spec Ops	58%
Scrabble	52%

REFINING

There's plenty to it and the learning curve is pretty much spot-on – it can be tough but you're always getting that little bit better and that bit closer to your next goal. Only occasionally will you feel the urge to fling the pad across the room as you fail to score 100,000 points on your 157th successive attempt.

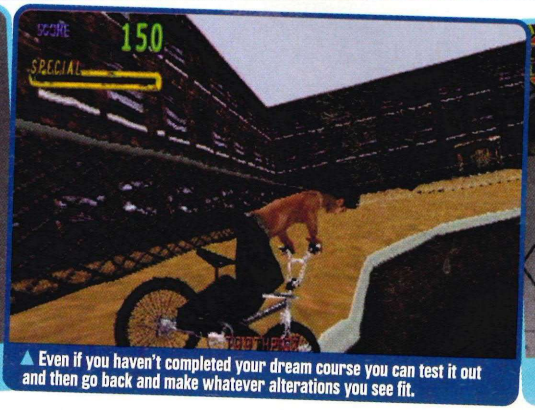
OLD-SKOOL

Compared to *Tony's* skating titles, *Mat Hoffman's* has more in common with the first game as opposed to the superior sequel. You won't find a Create-A-Biker mode, there's no emphasis on whether your tricks are Perfect or Sloppy, and enough

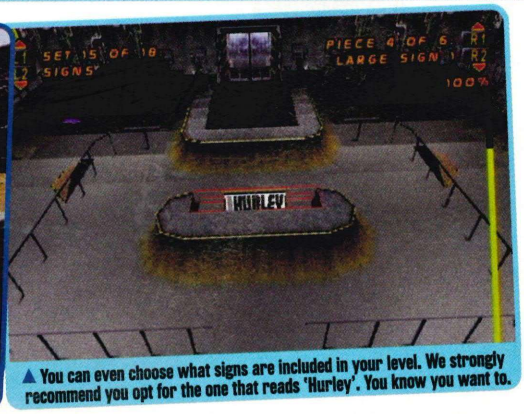
Build A Dream Arena!

A BMX Park Editor allows you to create your own levels. They're not as big as the proper levels but they are pretty flexible and you've got the choice of both skate park-style ramps and street obstacles.

▲ You're given a huge range of obstacles and bits of scenery to choose from so you can let your imagination run wild, if you like.



▲ Even if you haven't completed your dream course you can test it out and then go back and make whatever alterations you see fit.



▲ You can even choose what signs are included in your level. We strongly recommend you opt for the one that reads 'Hurley'. You know you want to.

Next Gen!

One of the videos shows footage from future Activision extreme sports titles on PS2. This is *Tony Hawk's 3*.

This is Mat Hoffman's Pro BMX 2. From what little you get to see of it, it's already looking leagues ahead of the PSone version.

The snowboarding one goes by the name of *Shaun Palmer's Pro Snowboarder*. Expect more of the same, just whiter.

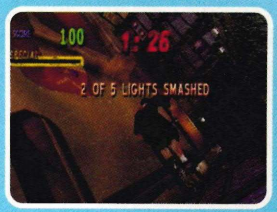
Kelly Slater's Pro Surfer will probably be the worst of the bunch – it's just impossible to make a good surfing game. Fact.

graphical niggles to make you feel it really could have been tweaked more.

Climbing The Career Ladder!

The Career mode is where you'll spend the majority of your time. It works in the same way as *Tony Hawk's* – each level has five challenges to complete, including reaching high scores and collecting letters to spell 'trick'.

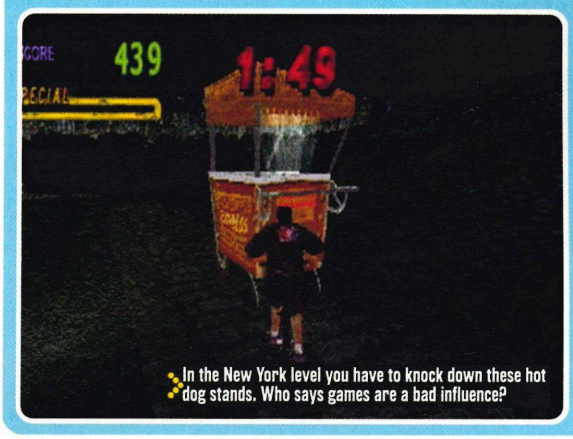
▲ It's a less sophisticated system than that employed by *Tony Hawk's 2*.



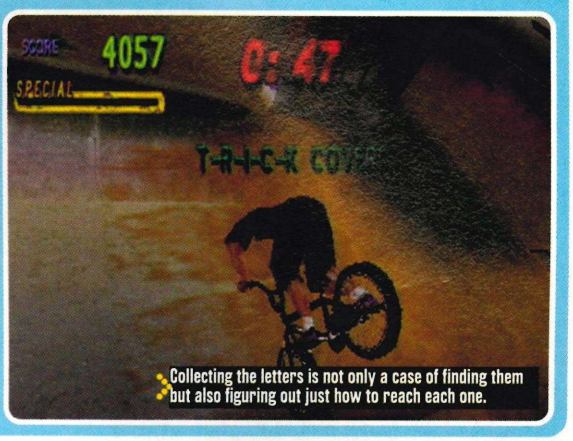
▲ Many challenges are based around collecting – or destroying – objects.

▼ As well as unlocking new levels you also gain new bikes to choose from.

▼ The secret covers are often the trickiest elements to complete.



In the New York level you have to knock down these hot dog stands. Who says games are a bad influence?



Collecting the letters is not only a case of finding them but also figuring out just how to reach each one.

WHEEL DIFFERENCE

Being on two wheels instead of four also affects the stunts you can pull off. Gone is the ability to perform outrageous combos in mid-air – being on a heavier and less manoeuvrable bike means you have to take a more considered approach and rely more on skill than button bashing. But this actually makes it more satisfying when you land with cool tricks, as it looks more impressive doing so on a bike than on a deck.

... Despite its shameless copying of the *Hawk's* formula, it handles well and is so moreish you'll be hooked in no time...

ADDICTIVE

Great combos and tricks are only the start of it though – it handles so well and is more-ish enough that you'll be hooked in no time. It's inferior to the magic that is *Tony Hawk's Pro Skater 2* but, despite its shameless copying of the formula, stands up well next to the first *Tony Hawk's* game. The structure is exactly the same; you've got some different levels and a different bit of kit to whizz about on, although you can't help but feel the whole thing is a bit clumsier.

You often sense that whether you land a trick or not is a bit random, and the fact that you can't go backwards that well on a bike means that if you switch direction mid-air before you land you won't be able to smoothly go straight into the next trick.

Mat Hoffman's Pro BMX cannot help but lose marks for adding absolutely nothing to the existing *Tony Hawk's* titles – where *Pro Skater* innovated, *Pro BMX* is simply happy to nick all its ideas. It's still loads of fun though, and you can't say fairer than that.

▲ Our personal favourite move this: flipping over, not gaining enough height and landing on your head. Nice.

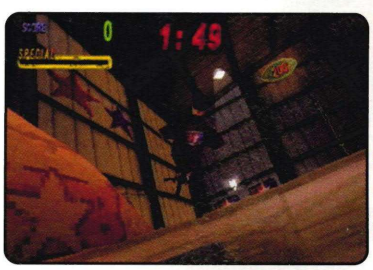
Factpack

The stuff you need to know...

Levels	9
Riders	8
Medals	2
Covers to collect	28

The Best Bit

There's nothing quite so satisfying as pulling off a massive combo of moves and tricks.



Judgement

GRAPHICS A few minor glitches but as good looking a stunt-'em-up as you'll get on PSone.

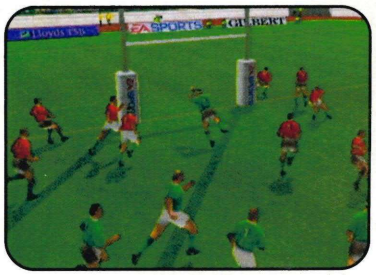
GAMEPLAY Identical to *Tony Hawk's*, which isn't necessarily a bad thing as it played like a dream.

LIFESPAN It soon gets tough and it'll take you a while to unlock all levels. Decent two-player mode.

Quite literally, *Tony Hawk's* on a bike. It's great fun but it's not very original. Still, when has that ever got in the way of a fun game, ehP

Overall 83%

OUT: JUNE | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA | PUBLISHER: EA



▲ Howzat! Great save by the goalie. Is that right?

▲ Lots of big men hugging each other. That's rugby!

Rugby

Never trust a **rugby ball.** You never know **which way** it'll bounce.

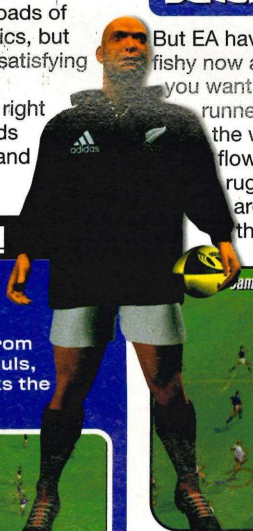
A rugby game called *Rugby*. Just so there are no mistakes, the PS2 game called *Rugby* is about rugby and it's by EA, who don't always deliver the best sports game. Sure, they've a good licence, loads of options and pretty graphics, but the gameplay can be as satisfying as having one Mini Egg.

But *Rugby* has all the right international players, loads of options and features, and it's not that bad to play.

This is big news as, with all the forward play and close-quarter team-work involved, rugby is tricky to replicate in a virtual way.

SCRUMMY

But EA have done well. The AI is a bit fishy now and then, especially when you want someone to support the runner, or tackle back. But on the whole this is a quick, flowing game that looks like rugby. As it's the only game around that can boast that, it's worth a look.

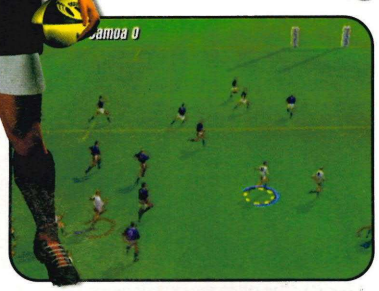


Group Hug!

The hardest bit to master is the forward play. Once you can maintain possession from lineouts, rucks and mauls, you can give your backs the ammunition to score.

▲ The trick to the lineouts is picking out your strongest catchers and timing the jump.

▲ After most tackles comes a maul. Unless you get the forwards there quick you'll lose possession



▲ Move the ball quickly to use the space out wide.

Judgement

GRAPHICS Not really what you'd hope for on PS2. They look more like polished PS graphics.

GAMEPLAY Very easy to get into, which suggests it may lack depth. But it's slick and fun.

LIFESPAN Choosing the two player option adds an extra dimension to the whole experience.

It hasn't got much competition unfortunately, so we can safely say this is the best rugby game available.

Overall 68%

REVIEWER: Dave Harrison

OUT: NOW | FORMAT: DC | PRICE: £40 | DEVELOPER: NEVERSOFT | PUBLISHER: ACTIVISION

▲ The ceilings go see-through when you clamber about. Use the shadow to keep your position.

▲ All Spidey's adversaries are in the game. Here you have to avoid the Scorpion's sting from the tail.

Spider-Man

Hold onto **your hats,** your **favourite web slinger** is in town.

Once again the DC gets a hand-me down from another format. And much like *Tony Hawk's*, Neversoft's other big PS-to-DC conversion, all that's been done is a few of the textures have been smoothed over. As for the actual gameplay, you're getting the PS version – warts and all. What this means is you're getting a 3D platformer/action game that's fun to play in an arcadey way but very – oh so very – short.

ARACHNOFUN

This isn't to say Neversoft haven't done a marvellous job recreating the Spidey experience, but you have to accept that Spider-Man is an immensely difficult character to replicate. He can crawl or swing anywhere he wants to, and achieving this freedom of movement in a 3D environment while still making it playable is no mean feat. However, the handling can be a little awkward now and again, especially when you're crawling on the ceiling.

But, to compensate, the game is littered with Marvel comic stars such as Daredevil and Blackcat and there are 32 classic comic books to discover – great extras to keep any fan-boys happy.

This is definitely no disaster but it did have the pedigree to be a classic. Neversoft showed with *Tony Hawk's* that they can push the boundaries and make great gaming experiences. With Spidey, they had a fantastically flexible and witty character at their disposal, but it seems like a lost opportunity .

Judgement

GRAPHICS Goes for comic book simplicity rather than detailed sophistication, which works.

GAMEPLAY Very simple and linear but never dull. It's just that there's not that much of it.

LIFESPAN It's got some replay value but you'll be shocked at how quickly you finish it.

Better than any Superman, Hulk or Batman game we've seen, but still falls a bit short of its potential. Very okay and mediocre.

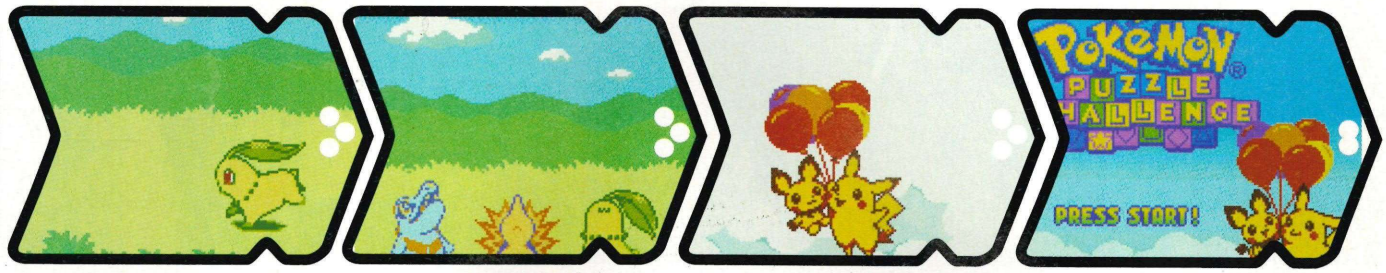
Overall 70%

The game is a series of action set-pieces and extremely linear. Fun, but like a game from 10 years ago.

REVIEWER: Dave Harrison

REVIEWER

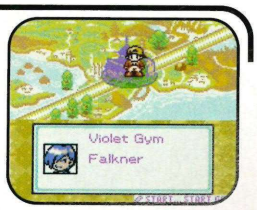
Rick Moulton



OUT: NOW | FORMAT: GBC | PRICE: £25 | DEVELOPER: INTELLIGENT SYSTEMS | PUBLISHER: NINTENDO | SPECIAL FEATURES: BATTERY BACK-UP | OTHER FORMATS: NONE | CALL: 01703 653 377 | PLAYERS: 1-2

Gym'll Fix It!

Gold and *Silver*'s gym leaders crop up again in *PPC* for you to beat at a different game. But they're just as sneaky as always.



Thankfully, there's not as much walking as in the regular *Pokémon* game. What we'd give for a foot spa...

Choose your Pokémon and battle! Bigger combos will send more blocks over, knocking your opponent clean out.

Your rival's gone and hit you with a big 'un. But in this game, the tables can be turned, ha ha. Quick, send it back!

Puzzling Thoughts!

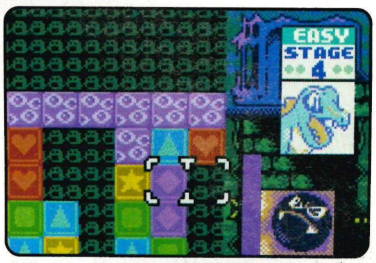
Pokémon Puzzle Challenge offers modes galore to play with. Two of the best are Puzzle (clear the screen in a set number of moves) and Garbage (survive while being bombarded with stray blocks). As addictive as biccies.

▲ You're allowed just one move to clear this big stack of blocks. It's not as hard as it looks.

▲ There you are, doing very nicely, when the computer dumps this big garbage block on you!

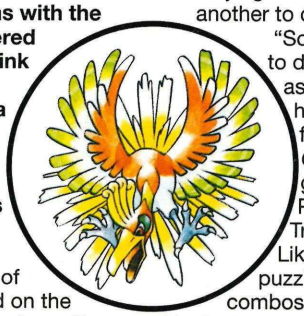
Here's a puzzle: how do you get **Pikachu on a bus?** Answer: **poke 'im on!** (Sorry.)

Pokémon Puzzle Challenge



▲ The expression on your opponent Gastly's face shows that he's losing. Totodile's toothy grin tells all.

If this game was called *Slidey Block Puzzle 2001*, chances are it wouldn't sell as much as with the Pokémon name plastered all over it. But don't think that coating it in the collectable critters is a ploy to cover up a crap game. *PPC* is one of the finest handheld puzzlers this side of *Tetris*.



In fact, an older (Pokémon-free) version of this game piggy-backed on the classic puzzler's success by calling itself *Tetris Attack*. But, while it may look like the Russian block-buster, it's a whole different block game.

MATCH-'EM-UP

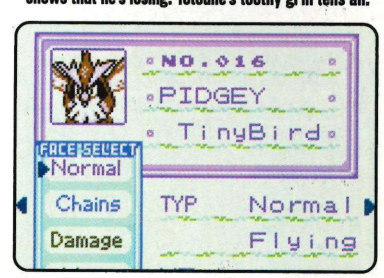
There *is* a bin full of bricks, but they rise from the bottom of the screen rather than fall from the top. Swap two adjacent blocks to make lines of symbols that'll then disappear.

PPC's technique doesn't grab you as quickly as *Tetris*, but a little practice will soon see you pulling off combos and chain reactions, where destroying one set of blocks causes another to crumble.

"So what've Pokémon got to do with it?" you're asking. Well, not a lot. A handful of monsters from *Red/Blue* and *Gold/Silver* tart up the graphics, but the true Pokémon part is the Trainer Battle mode. Like a Pokémon duel in puzzle form, you create combos that send garbage blocks to your opponent's side.

There's also the *Tetris*-like Survival, a Time Attack, two-player battles, and a cool Puzzle mode where you have to clear the screen in a limited number of moves.

All it's missing is the N64 version's Design-A-Puzzle mode, but there's plenty here to keep your fingers in a frenzy all summer long.

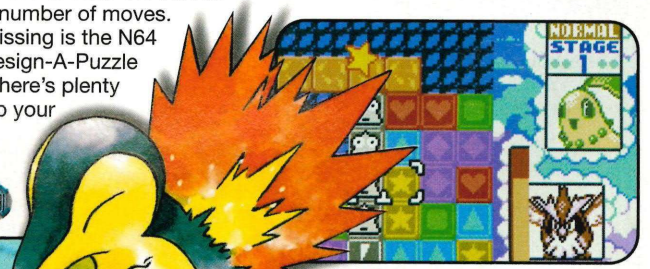


▲ In all the *Pokémon* games in all the world there's one monster you're sure to find: bleedin' Pidgey!

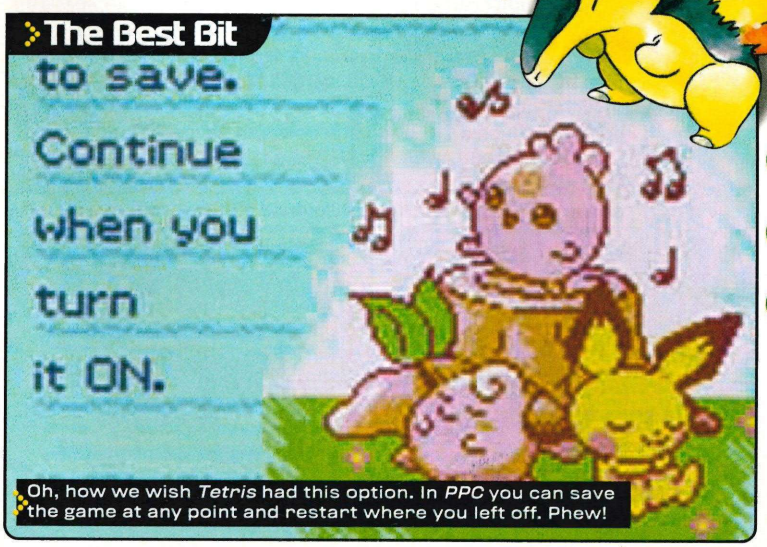
Softography

These guys have also made...

Paper Mario	N/A
Game Boy Wars	N/A
Card Hero	N/A
Mario Kart Advance	N/A
Napoleon	N/A



The Best Bit



Oh, how we wish *Tetris* had this option. In *PPC* you can save the game at any point and restart where you left off. Phew!

Judgement

GRAPHICS It's a puzzle game, so no award-winning visuals, but it's colourful and easy to see.

GAMEPLAY Once you've grasped it this game won't let you go. Everything a puzzler should be.

LIFESPAN Still playing that 10 year old *Tetris*? See: decent puzzle games like this last a lifetime.

An addictive, fast and furious puzzler for Poké-fans, or anyone in search of brain-bending, block-busting entertainment.

Overall 88%

REVIEWER

Oliver Hurley

OUT: JULY | FORMAT: DC | PRICE: £30 | DEVELOPER: SEGA | PUBLISHER: SEGA | SPECIAL FEATURES: VMU, NET | OTHER FORMATS: NONE | CALL: 08456 909 090 | PLAYERS: 1

Crazy Pyramid!

The Crazy Pyramid consists of 15 increasingly tricky mini games. This one's pretty simple – leap 250 metres.

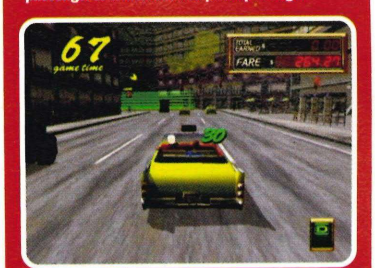
Another of the early tests involves – obviously – having to drive an outsize golf ball 100 yards from where it's perched.

Leaping over these hurdles is just a matter of driving in a straight line and hitting Y at the right moment. No problemo.

This one's slightly more difficult. Make it to your goal – seen in the far distance – without falling over the edge. Tricky...

Fare Play!

▲ Each hovering sphere indicates potential passengers. Which ones to pick up though?



▲ Your destination is identified by these slightly funny looking green cage-type things. Anywhere within them will do, they're not too fussed...

It's like ***Crazy Taxi*** yet even **more crazy**. But **how crazy** can one game be? **Find out** below...

Crazy Taxi 2

With your brand new jumping abilities you'll be able to get some decent hang time and vault over loads of traffic.

The original *Crazy Taxi* was one of the purest and best examples of arcade-style gameplay ever. Pelt round a city, picking up passengers and delivering them to their chosen destination as quickly as possible. Repeat until you eventually run out of time. It offered little depth, but for high-energy instant arcade-style thrills it was hard to fault.

The question with *Crazy Taxi 2* is how could it improve on such a brilliantly simple formula. The answer, of course, is that it hasn't and, like many gaming sequels, Sega have instead come up with a slightly tweaked version of its predecessor.

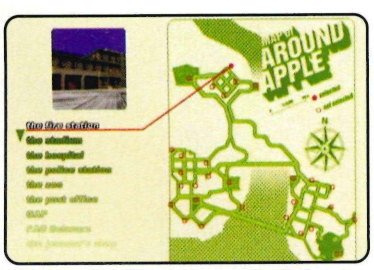
NEW FACES

The gameplay itself remains true to the original *Crazy Taxi*. There are four new characters to pick from, though your aim is the same as always – nip around the place in a suitably dangerous and crazy fashion and pick up fares, who are identifiable by the large coloured circles around them. Obviously. Look out for the – all new! – blue circles which indicate multiple passengers of between two and four, all of whom will want to go to different places. Show me the money!

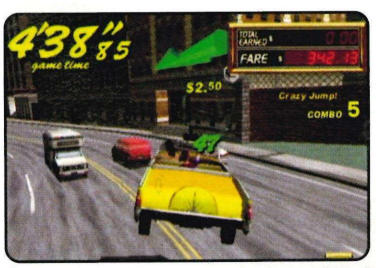
The major difference is the fact that you can now jump – over other vehicles, over walls and even over some buildings. Crazy. It's a fun idea that adds a new element to the game.

JUMPIN' JIMMINY!

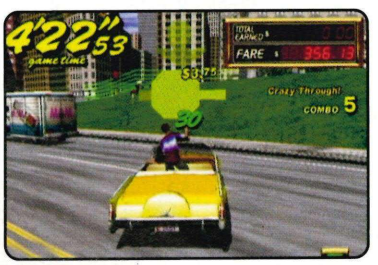
Like the first game, there are two areas to pick from, in this case based very loosely on New York City. They feel more intricate than the San Francisco-based levels of the first game but you still don't get the feeling



▲ You can unlock this map by completing the first stage of the Crazy Pyramid mini games. Very handy indeed.



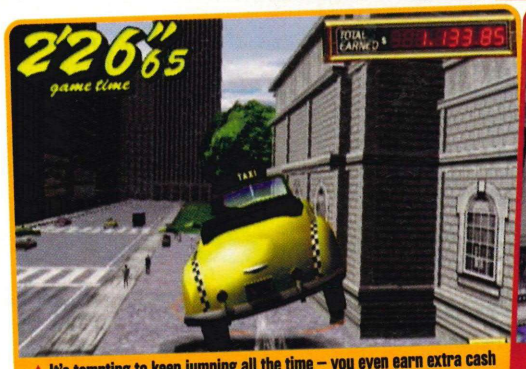
▲ It's just as fast 'n' frantic as its predecessor although the cities are now that little bit more complex in design.



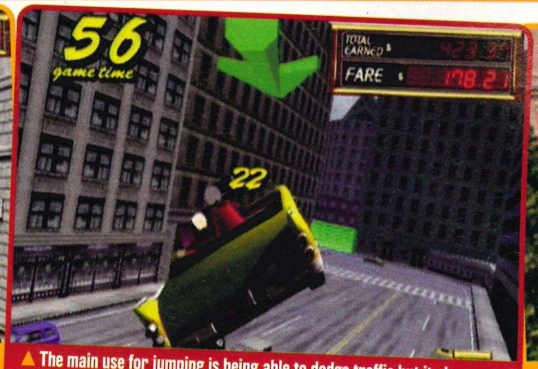
▲ Choose to either play by the original rules or for a set amount of time, allowing you to do more exploring.

It's Big 'n' Bouncy!

Always thought taxis could be greatly improved by having the ability to jump? Hit the Y button and it's a dream come true: vault over (or, indeed, onto) anything from buses to overpasses. Crazy!



▲ It's tempting to keep jumping all the time – you even earn extra cash for it – but it can lead you into trouble. Like when you jump into walls.



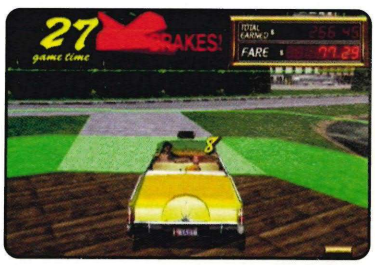
▲ The main use for jumping is being able to dodge traffic but it also allows you to access some short-cuts such as leaping onto bypasses.

▲ Remember kids: you can't actually jump *through* buildings – although we did give it a pretty good try. You can spring over low roofs though.

Factpack

The stuff you need to know...

Cities	2
Modes	4
Characters	4
Mini Games	15



▲ You need to make sure you stop fully inside the drop-off zone otherwise your passenger won't leave the car.

▲ It may look as if it's got certain *Driver*-esque stylings to it but has nowhere near the same depth.

they offer the vast areas of some of the cities in *Driver 2*, for example.

THE KNOWLEDGE

There's a greater element of having to get to know the city in comparison to the first game. The inclusion of different levels of roads and even being able to leap over buildings opens up a lot more possibilities for short-cuts which you'll only uncover by driving the same roads over and over – much like a real cabbie. Helpfully, it's possible to unlock a map of the city in the Crazy Pyramid mode.

Crazy Pyramid, like the Crazy Box in the first game, is a collection of mini games that will test your crazy driving skills to the max. They start off easily enough – having to jump over hurdles or burst balloons within a time limit – but soon become fiendishly tricky. And if you haven't got to grips with special moves like the Crazy Drift and Crazy Dash, you'll have no chance.

> "...The **major difference** is the fact that you can now **jump** – over other **vehicles**, over **walls**, and even over **some buildings.**"

Crazy Taxi 2 is an improvement over the original, then. But with still only two areas to choose from and no multi-player mode (an obvious way to improve on the first game that should have been included), it does have a problem with its lifespan. You'll go back to it every so often – if only for five minutes at a time.

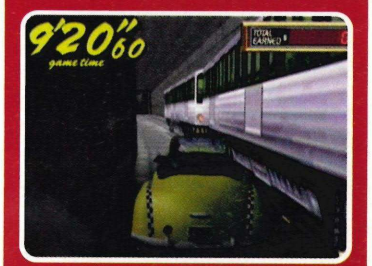
Softography

These guys have also made...

Crazy Taxi	90%
Virtua Tennis	94%
House of the Dead 2	81%
Sega Bass Fishing	82%
Virtua Fighter 3tb	90%
Sega Rally	93%

Go Where?!

▲ It's possible to drive into some pretty interesting areas – through a mall, anyone?



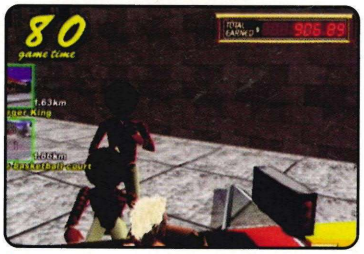
▲ Of course, you can always take the subway as a shortcut – just watch out for the trains!

▲ Even ponds pose no problem for these cabbies. Don't expect tips for this kind of driving though.

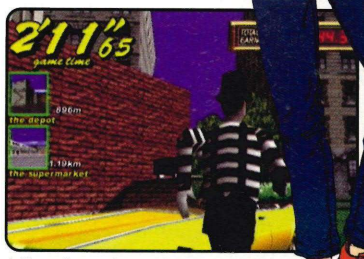
You Lookin' At Me?

Picking up multiple passengers pays well, but it's tricky getting them all to their destinations on time.

▲ You need to be really nippy to get this many passengers to their destinations on time.



▲ Only two fares shouldn't be much of a problem although where they want to go may be far apart.



▲ Hey, mime artists need to get to places too, y'know. Hmmm, nice braces.

Judgement

GRAPHICS The fun 'n' fruity visuals are up to Sega's usually high Dreamcast standards.

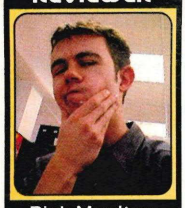
GAMEPLAY Gives an adrenaline rush but, jumping aside, very similar to that of the original

LIFESPAN With no two-player mode and shallow gameplay, it's not going to keep you up all night.

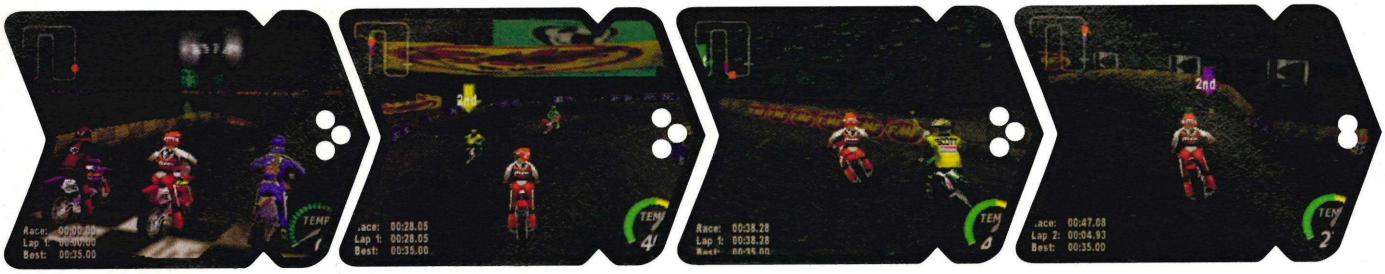
A fun blast, but not really a huge improvement over the first game and let down by its worrying lack of depth.

Overall 83%

REVIEWER



Rick Moulton



OUT: NOW

FORMAT: N64
PRICE: £50
DEVELOPER: LEFT FIELD
PUBLISHER: NINTENDO
SPECIAL FEATURES: EXPANSION PAK
OTHER FORMATS: NONE
CALL: 01703 653 377
PLAYERS: 1-4

Everything comes to he who waits. **Even a sequel** to a 17 year old **Nintendo classic.**

Excitebike 64

GAMING MASTERPIECE

Just when you thought it was time to consign your N64 to the loft, along comes its saviour.

And about time. It's taken Ninty a year to bring this brilliant game to our shores, but it was worth the wait.

PERFECTION

As conversions of 17 year old NES classics go, *Excitebike 64* is perfect. All racers have 3D graphics these days, but not all of them manage to mix old-skool arcade fun with simulation as well as *Excitebike* does.

It plays like Ninty's superb jet skier *Wave Race* on wheels. Choose from six male/female riders and take part in four leagues across 20 tracks.

TECHNIQUE

The controls are simple to pick up but difficult to master. The A and B buttons are accelerate and brake, while Z-trigger is boost. The key to winning is in the subtle yet brilliant tricks you can do. Hit boost at the lip of a hill and you'll perform a super jump – essential for clearing chasms. Also, sneakily send your opponents flying (by clipping your rear wheel against their front).

Superb events feature too, like bike football, a hill climb, and a game of tag across a desert. Add a marvellous multi-player and Track Editor mode, and you've one of the most fun, playable N64 racers ever.

Softography

These guys have also made...

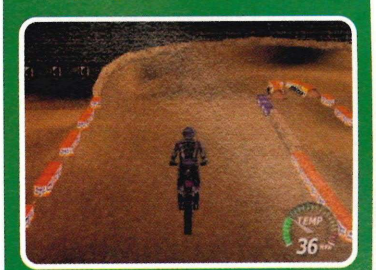
The Little Mermaid: Pinball Frenzy	85%
Koby Bryant in NBA Courtside	80%
NBA Courtside 2	82%
Slam 'n' Jam	N/A

Making Tracks!

Even the ancient eight-bit version of *Excitebike* included a Track Editor, so it's no surprise that *Excitebike 64* has one too. You simply place a straight here, a corner there (like bits of Scalextric), add some jumps and ramps, and you're done! You can then test out your finished creation by racing around it.

▲ You can make your course small and tight or big and sprawling, but let's start small by laying down some straights.

▲ Add a corner, another couple of straights and this big banked turn to bring the track back to the beginning. It's finished!



▲ Here we are, riding along the track we just designed. Get a feel for it, then tweak it to your heart's content.

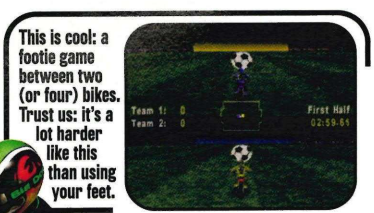
▲ You ride like a girl! But only if you want to – Sarah 'Sugar' Hill is one of the few female riders *Excitebike 64* offers.

Today's Special!

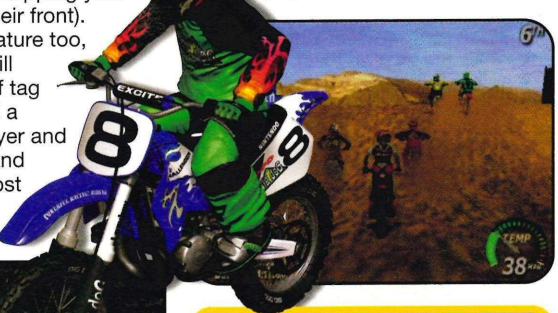
Winning certain races in the League mode opens up these fun special tracks, which can played with up to three mates.

This challenge involves speeding across sand dunes, making sure you're the first to put out the flaming markers.

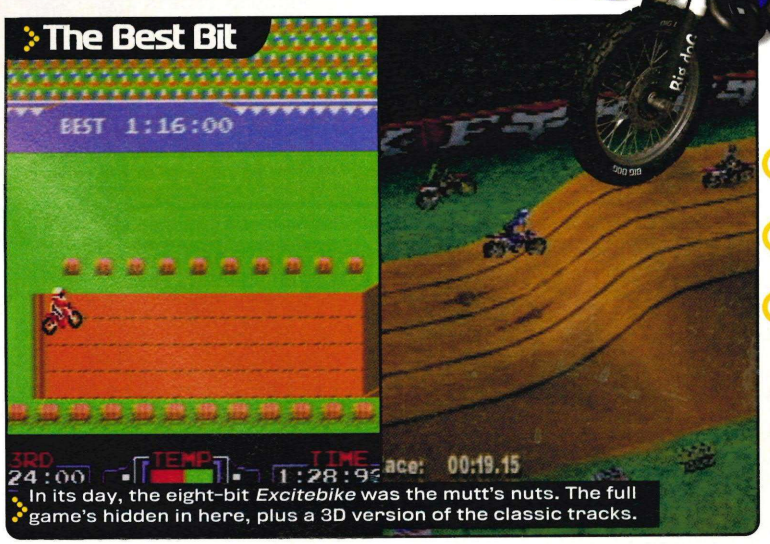
Stunts aren't integral to game success, but on this course you can show off your rider's special moves to the masses.



This is cool: a footie game between two (or four) bikes. Trust us: it's a lot harder like this than using your feet.



The Best Bit



In its day, the eight-bit *Excitebike* was the mutt's nuts. The full game's hidden in here, plus a 3D version of the classic tracks.

Judgement

GRAPHICS Very fast and gorgeous in hi-res mode (but it causes a letterbox screen, sadly).

GAMEPLAY It's not supposed to be a serious sim, so it's great fun for anyone to pick up easily.

LIFESPAN Plenty of courses (which get very tricky) and bonus races. And there's the Track Editor...

The game that'll restore faith in your ageing N64. It plays much better than most PS2 games. Be excited, be very excited.

Overall 92%

REVIEWER

Dave Harrison

OUT: NOW | FORMAT: DC | PRICE: £40 | DEVELOPER: HEAVY IRON STUDIOS | PUBLISHER: THQ | SPECIAL FEATURES: VMU | OTHER FORMATS: PS, PC | CALL: 01483 767 656 | PLAYERS: 1

A truly horrific game... horrific in the sense that it's crap and about as enjoyable as pulling your teeth out.

Evil Dead: Hail to the King

Until *Die Hard Trilogy*, nearly all games of movies sucked as so much money was spent on the licence that they only had loose change to make the game.

Dark days... and, thanks to THQ, the nightmare returns because *Evil Dead* chafes.

HISTORY

For those unaware of *Evil Dead*, it was a low budget horror film starring the chinned wonder Bruce Campbell as Ash, who battles against the forces of evil brought forth from the Book of the Dead.

Two sequels followed, and the game takes place eight years on from the last film, as Ash returns to the cabin where everything started – a cheap way to start the game. The dead return, his girlfriend is captured. To get everything back to normal, Ash must potter around and solve puzzles in a survival horror way.

FAULTS

But this is made incredibly difficult in a number of ways. For one, the control system sucks and, when combined with the terrible collision detection, walking down a straight path becomes sheer hard work. Next, the game uses camera angles for mock cinematic effect rather than gameplay ease, so the action is often a tiny spec in a rendered backdrop. The monsters you encounter are pants too, but that isn't the end of it – there are absolutely loads of them. I seriously doubt there are enough corpses in the world to account for all the resurrected folk you face here, and it's not as though it's fun to fight them. You hit them with an axe for a bit, they fall down, it's dull. And when you've faced your 50th skeleton in the last five minutes you realise life is too short for this.

Evil indeed. With poor controls and dull gameplay, we hate it.

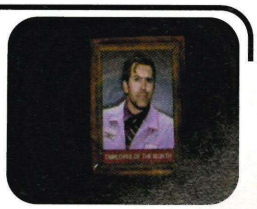
Softography

These guys have also made...

Evil Dead: Hail to the King is Heavy Iron Studios' first game!

Brucie Bonus!

Ash has potential to be the best games character ever: he's big, charismatic, quick with a quip and has a chainsaw for an arm. Perfect!



Now that's one long face. Bruce Campbell, C-list till he dies, plays the hero Ash and also provides the voiceover..

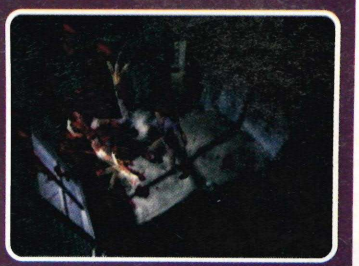
In *Evil Dead 2* his hand becomes possessed and tries to kill him. So he does the only decent thing and lops it off.

Missing something to wipe his nose on, he builds himself a modified chainsaw so it's quite literally handy.

▲ Put your hands in the air and wave them like you just don't care... that you're in the worst game this year.

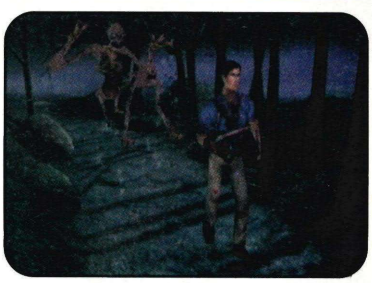
Spliced!

As you're falling over the undead all the time, it's a good idea to come well-armed. You've certainly got your hands full.

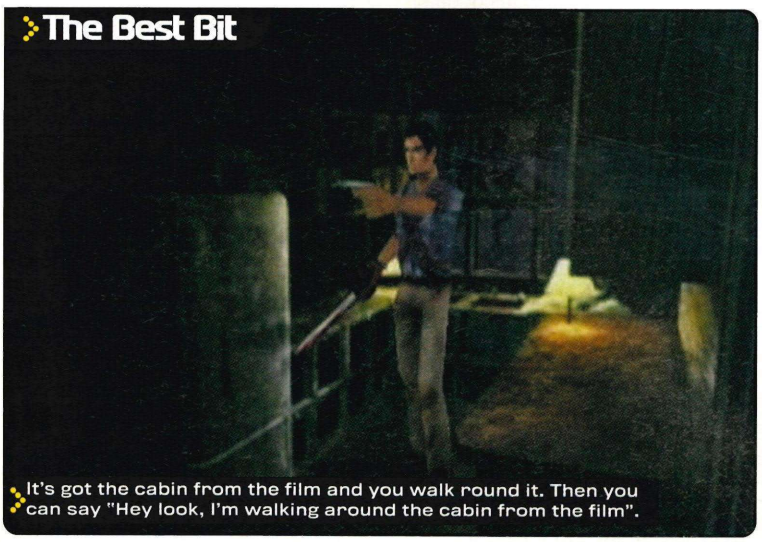


▲ The game gets a bit exciting when Ash rams his chainsaw right into the dead. And they die, again.

▲ If you run out of petrol for your chainsaw and can't be arsed to use your axe, there's a gun. Yep.



The Best Bit



It's got the cabin from the film and you walk round it. Then you can say "Hey look, I'm walking around the cabin from the film".

Judgement

GRAPHICS The only high point. Ash's look is suitably gawky and you can spot locations from the film.

GAMEPLAY So evil it should be banned. Suffocated by the excessive number of evil dead.

LIFESPAN After 10 minutes you'll be looking for some extra homework to brighten your day.

A potentially decent licence that should have out-gored *Resi*, but *Evil Dead* is, instead, your worst gaming nightmare.

Overall 28%

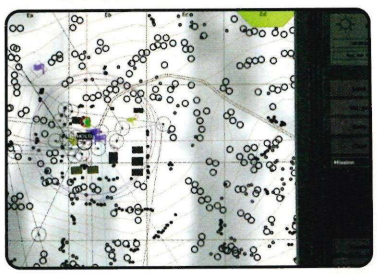
REVIEWER

Tom East

OUT: NOW | FORMAT: PC | PRICE: £30 | DEVELOPER: BOHEMIA INTERACTIVE | PUBLISHER: CODEMASTERS | SPECIAL FEATURES: ONLINE | OTHER FORMATS: NONE | CALL: 01926 816 000 | PLAYERS: 1

Factpack
The stuff you need to know...

Missions	30
Weapons	20
Vehicles	30
Soldiers	12

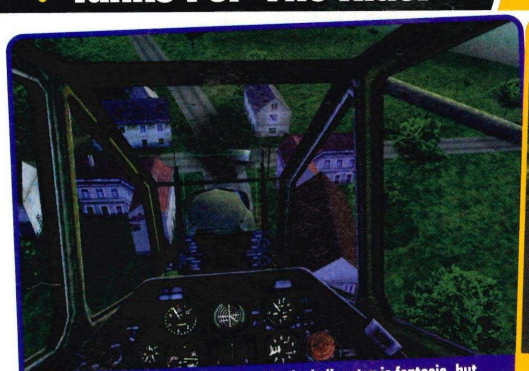


It's the **cold war**, so put your **nukes up** and **get ready** to take on **some Russian rebels!**

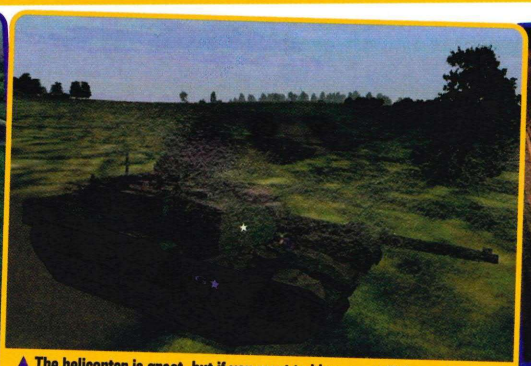
Operation Flashpoint

Tanks For The Ride!

This is the way forward. *Medal of Honor: Allied Assault* and *C&C: Renegade* will have stacks of vehicles, but *Flashpoint* has got in there first. You can peg it around in 30 of them! Here are the best ones.



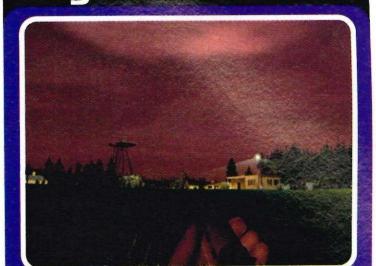
▲ Uh-oh, nose dive. Flying around in the helicopter is fantasic, but only once you get the hang of the tricky controls. It's tough work.



▲ The helicopter is great, but if you want to blow up stuff the tank's where it's at. Jump in and start gunning down those pesky rebels.

▲ Duh! It's the plain old jeep. It's fine for picking up the troops and taking them into town, but it's a bit boring next to the chopper and the tank.

Night Vision!



▲ The sun's going down and soon you won't be able to see the Russian rebels. Time to put on your nifty night vision goggles then.

▲ You won't find a pair of these at Spec Savers.

What could possible be worse than World War 2? World War 3 of course, and that's what you'll be guilty of starting if you don't sort out this cold war crisis!

It's 1985 and you've been sent, as part of a NATO peacekeeping team, to stop the fighting on an island where the population are rebelling against Gorbachev. If it all goes apples you could be stuck in the middle of World War 3 – nukes and all. Hippies wouldn't approve.

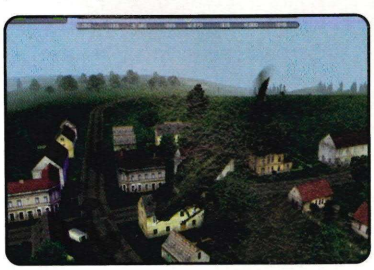
Although you're part of a peacekeeping force, there's nothing peaceful about playing *Operation Flashpoint*. See, you can't keep the peace through diplomatic discussion with the rebels – that would be too easy. Instead, you have to grab a rifle, slaughter the rebels, and make your way through battlefields full of dead folk. Nice.

FROM THE BOTTOM

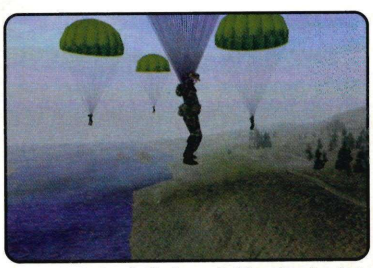
Luckily you don't have to prevent World War 3 all by yourself. Fighting alongside machine gunners and medics, you're the lowest ranking soldier in a 12-man fighting machine.

At first it's tempting to be lazier than Homer Simpson and let your team mates do all the dirty work for you. But if you want to move up the ranks you'll have to be the hero. Either way it's tough.

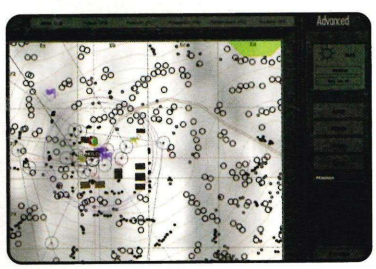
In other war games, gaping head wounds can be cured by a tiny health pack or even a bunch of herbs, but if you get a bullet in the head in *Flashpoint* you'll be dead. Sometimes you can't even see who is shooting at you, so you'll be wandering across the field when you'll see a flash and – before you can take cover – your knees will buckle and it's game over.



▲ You can fly the helicopter in third-person or first-person mode. Third-person is easier at the start.



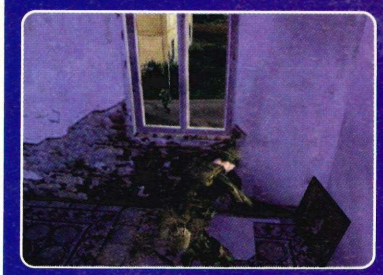
▲ There's the beach. No time to build sandcastles; just pack up your parachute and find the enemy soldiers.



▲ You can use the Map Editor to create your own missions. Great fun when you've finished the game.

Hide 'n' Sneak!

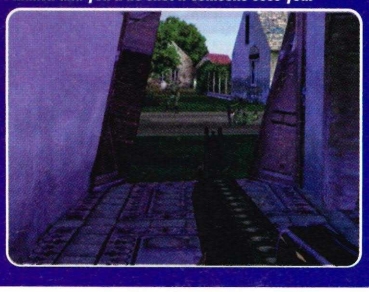
Ha! For once the rebels can't see you. You'll get killed if you run through the middle of the battlefield, so hide in buildings or in the woods.



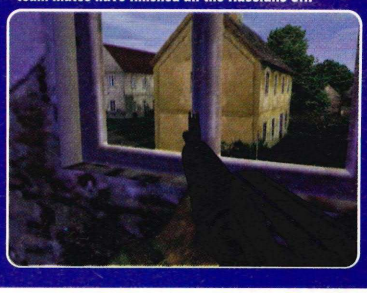
▲ When you reach a village, find the nearest building and run up the stairs, then start shooting.

▲ If you go down to the woods today, you'll get a big surprise. It's a soldier with a massive weapon!

▼ Not the ideal place to camp. You're not very well hidden and you'll be shot if someone sees you.



▼ This is better. You could just hide up here until your team mates have finished all the Russians off.



The Best Bit

When you get the hang of the helicopter controls and start causing carnage with your missiles. Fantastic!

Softography

These guys have also made...

This is Bohemia Interactive's first game.

BETTER THAN REAL

Is this as realistic as war games come? Well no, and it's a good job too. A totally realistic war game would have you wandering through fields and searching for the enemy for days, but here you get to play the ultimate war hero. You are to war what Ian Botham was to cricket – a great all-rounder. Not only are you a master with your MK, but you are also faster on foot than the other troops, *and* you can drive some great vehicles. The leader can drive a jeep, but you can drive trucks, tanks, and helicopters.

"... A master with your MK, you are also faster on foot than the other troops, and you can drive some great vehicles..."

VARIED MISSIONS

Although the chopper missions seem a bit pants at the start, they're great once you get the hang of the controls. This isn't an all-action shooter which has you gunning down loads of Russian rebels every five seconds, but that doesn't matter because the missions are so varied. One minute you'll be gunning down enemies from your chopper, another you'll be hiding in a building sniping all the soldiers below, and then you'll be running through the woods trying desperately to avoid enemy soldiers. In *Flashpoint's* case, war definitely doesn't suck!

Bullet in the Head!

You may have him in your sights but he's seen you first – and you'll be a goner if he pulls that trigger before long...

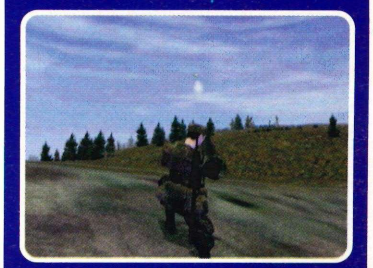
... If you see a flash, more often than not it'll be game over. This soldier got lucky. Will he get another chance?

This is the pits. You may survive a shot in the arm pit, but you'll need to find the medic for some urgent treatment.

Oh no! The medic could be dead. That means you're on your own now. You'll have to be the ultimate war hero.

Have A Shoot!

The weapons aren't as meaty as *Quake*'s, but they're just as lethal.



▲ Don't know who is over the hill? Well, don't take any risks. Get your bazooka out and shoot.

▲ This is the best! You can take out loads of soldiers with this grenade launcher.

▲ It's the old favourite. You can't have a decent shooting game without the good old sniper rifle.

Judgement

GRAPHICS Check out the soldiers' faces; they're so lifelike. Sadly the landscape looks samey.

GAMEPLAY Fly choppers, drive jeeps, and gun down the enemy with snipers. Every soldier's dream.

LIFESPAN Hard but, when completed, you can edit missions and get involved with multi-player games.

Fantastic. Takes the best bits of *Hidden and Dangerous* and *Medal of Honor* and turns them into an ace, brain-straining, war game.

Overall 88%

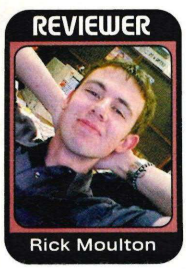
You're The Boss!

You can't follow the leader any more. Now, as commander, you have to come up with some brilliant battle plans.

▲ Better do a bit of work. You don't want the other soldiers on your team to think you're shirking.

▲ This is harder than being manager of a shop. Make a wrong decision and lots of people will die.

▲ This is the place to be. Stand at the back and shout orders at your men. "Soldier! 11'0 Clock!" Good work.



OUT: NOW | FORMAT: PS2 | PRICE: £45 | DEVELOPER: VOLITION | PUBLISHER: THQ | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: PC | CALL: 01933 461 070 | PLAYERS: 1-2

Factpack
The stuff you need to know...

One-player levels	20
Two-player levels	9
Weapons	15
Vehicles	5

▲ The dashing face on this poster is yours. Hmm, not a bad likeness. Hang on, what's that about 'Wanted'?

PS2's latest shooter blasts the rest into space. Even if they're hiding behind a wall.

Red Faction

GAMING MASTERPIECE

A Mars A Day...!

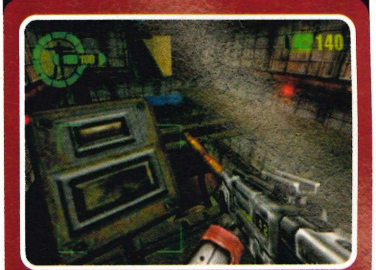
Life on Mars sucks – at least, it does if you're a miner. Cramped conditions, long hours, crap pay, and now a deadly virus is killing your mates. No wonder the workers are getting restless...

▲ The game begins when a fellow miner's argument with an Ultor guard gets a bit out of hand. A struggle ensues and...

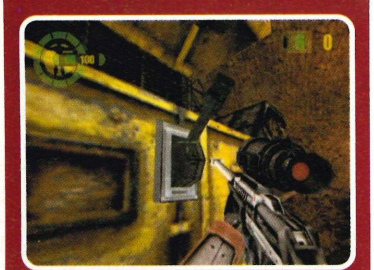
▲ ... The clumsy pair wind up killing each other, *Reservoir Dogs*-style. Hmm, the guard's stun stick is lying on the ground. Tempting.

▲ Take the stun stick and use it to zap one of the nearby guards. Then grab his gun and get some payback.

Puzzle Fighter!



▲ Some puzzles need speed and dexterity. Jump into the moving container after hitting this switch.



▲ Dispatch of the baddie on the machine with one flick of the switch and he's mincemeat. Literally.

Gimmicky games don't usually pay off. So long is spent perfecting a graphic engine that coders forget to put in the game. But *Red Faction* is groundbreaking – literally.

The revolutionary Geo-Mod™ graphics system allows you to blow holes and blast bits out of anything.

Walls are no longer safe to hide behind. A missile blast will see your safe spot turned into a Polo mint. Being chased? Blast a hole in the floor so the enemy can't follow you. It's a gratifying and realism-boosting experience that raises *Red Faction* above most first-person shooters. But the graphics wouldn't be anything without a decent game.

TASTY COCKTAIL

Red Faction plays like a powerful cocktail of the best FPS games, from *Half-Life* to *Perfect Dark*. And, with as much destruction as the average Schwarzenegger film, the game's plot is similar to Arnie's *Total Recall*.

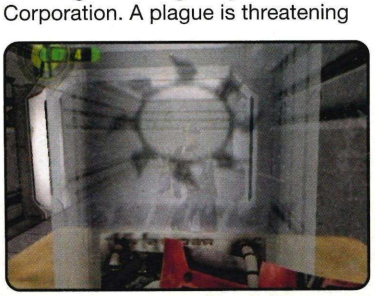
As a miner on a futuristic Mars colony you're the spark that ignites a revolt against the greedy Ultor Corporation. A plague is threatening to wipe out the miners, and the finger of suspicion points to your bosses, so you and your fellow workers grab guns to reclaim your freedom.

Levels range from Martian caves to science labs and space, as you search for the source of the plague.

WEAPONRY

But what about the guns? You start with nowt, but soon pick up big, deadly weapons, from the pistol to the classic sniper rifle. There's even a gun that fires through walls, just like *Perfect Dark*'s Farsight.

▲ The enemies you come across aren't entirely human but, then again, they're not exactly alien either.



▲ The Riot Shield is a brilliant idea. Once you've nicked one off a guard, you can run around without fear.

▲ Times like this will test your humanity. Shall we zap this guy or leave him, risking him raising the alarm?

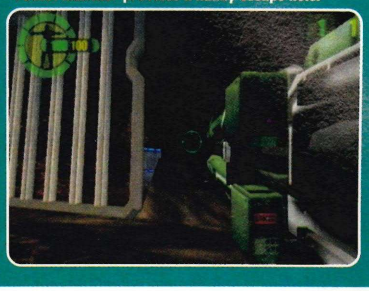
Fire In The Hole!

Red Faction's radical Geo-Mod™ system adds a clever gameplay boost. Blowing holes in walls to escape a room, for instance, is both big *and* clever!

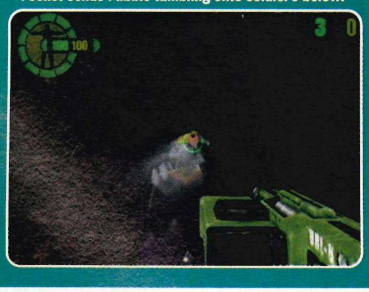
▲ The rocket launcher comes in handy for blasting a shortcut through to a vital room.

▲ A quick rocket blast and this guard isn't so well defended anymore. Who needs doors?

▼ Big gate barring the way? No problem: the fusion rocket launcher provides a handy escape hole.



▼ Use the ceilings to your advantage. A well-aimed rocket sends rubble tumbling onto soldiers below.



The Best Bit

These cramped air vents let you live out your *Die Hard* fantasies.

Softography

These guys have also made...

Freespace	81%
Freespace 2	87%
Summoner	81%
Silent Threat	75%

Each of the 20 levels – also split into sub-levels – requires stealth, gunplay and brains. There's some door deactivating and puzzles to solve, but the emphasis is on destruction.

The Geo-Mod system makes for over-the-top battles where anything goes. Columns can be toppled, walls riddled with holes, and glass shatters realistically. Exhilarating stuff.

... It's an amazingly gratifying and realism-boosting experience – a powerful cocktail of the best FPS games...

COMPLEXITIES

But it isn't perfect. The complex controls may take a bit of customising before you're happy. An auto-save would be preferable to the 'save anywhere' PC-stylee system, because we found we got carried away playing, forgot to save, got killed, and had to backtrack. Finally, while the weapons are great, we wish there were more. But at least the guns, and the plot, don't become all alien-orientated in the final levels – as many games (erm, *Half-Life*) do.

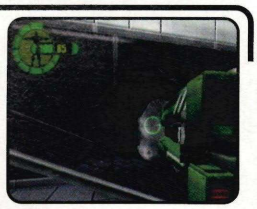
Niggles aside, this is the shooter that PS2 has been waiting for. It sure shows that old dog *TimeSplitters* a new trick or two.

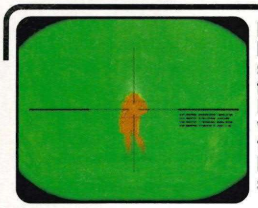
Guns For Hire!

Red Faction has proper weapons, like the sniper rifle, not those silly alien guns that other games think are clever.

The ever faithful flamethrower is great for crowd clearance. Just don't stand too close or you'll get singed too.

The fusion rocket launcher is a mighty beast. It even has an infrared screen to spot enemies through walls.





Each weapon has a secondary function. The Rail Driver, as well as firing through walls, has an infrared scope.

Behind The Wheel!

Red Faction also puts you in control of some cool vehicles.

▲ The submarine comes armed with powerful torpedoes. Who said there's no water on Mars?

▲ The armoured personnel carrier is your ticket out of one of the levels. Get stuck in!

▲ You won't have to worry about driving the buggy, just let rip with its machine gun.

Judgement

GRAPHICS The Geo-Mod system's great, but enemies are often jerky. Overall, fast and smooth.

GAMEPLAY It's intense, violent and incredible tricky action. For Rambos rather than Bimbos.

LIFESPAN The one-player game is massive, and two-player battles will see you through the winter.

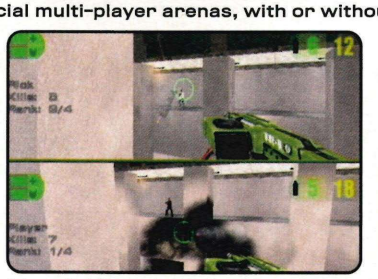
Amazingly realistic damage system, meaty weapons and a massive one-player challenge – it's the best PS2 blaster yet.

Overall 90%

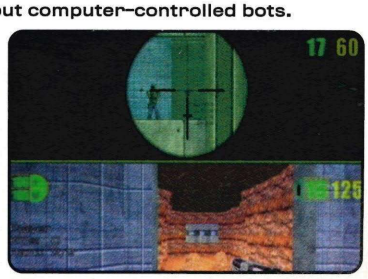
Double The Action!

You and a mate can duke it out in special multi-player arenas, with or without computer-controlled bots.

▲ The wide choice of playable characters is straight out of *Goldeneye*. Who's for playing Bond?



▲ It may look like *Perfect Dark* but the action's more like *Unreal* – without the bouncing body bits.



▲ This arena places each player in opposite tall towers, so start perfecting those sniper techniques.

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SQUARESOFT

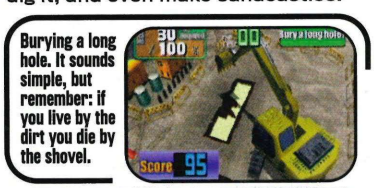
OUT: NOW | FORMAT: PS | PRICE: £40 | DEVELOPER: TAITO | PUBLISHER: JCB, SORRY JVC | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: NONE | CALL: 0207 240 3121 | PLAYERS: 2

The **closest you'll get** to ***Auf Wiedersehen, Pet*** : *The Game.*

Power Diggerz

Sand And Deliver!

Sand's amazing. You can shovel it, dig it, and even make sandcastles.



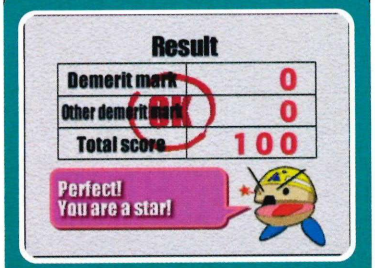
Burying a long hole. It sounds simple, but remember: if you live by the dirt you die by the shovel.

It's not just picking up dirt. Sometimes you get to knock down posts. Is there no end to the madness?

The game mainly consists of a series of challenges, such as loading a certain weight of sand onto a truck or digging a hole – all within a given time limit, which doesn't sound too tricky.

But your digger takes a lot of time and concentration to master. The mechanical arm has six movements, all of which have to combine with precision to get the job down. It's not the most obvious idea for a game but it lures you in with its simplicity and hooks you with its knowing gameplay; you just have to finish each level to rest easy at night. This is accompanied by the Japanese daftness which makes for a lovable (if a bit limited) game.

Nag, Nag, Nag!



One of the most endearing qualities is the dodgy Japanese-to-English translation, and the strange ball-shaped man continually shouting at you.

Judgement

GRAPHICS Neat and tidy. Quite simple but everything looks digger-shaped. Renders sand well.

GAMEPLAY Fairly difficult. Challenging for those with patience and a taste for something different.

LIFESPAN A two-player challenge and it will take a while to complete all the one-player ones.

A real quirky gem. Difficult and fiddly to get to grips with but always stays the right side of frustrating. A challenge.

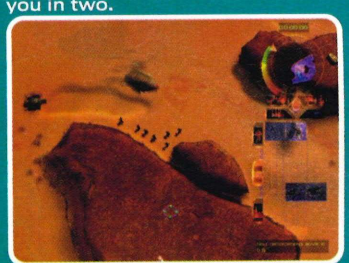
Overall 82%

REVIEWER: Dave Harrison

OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: WESTWOOD | PUBLISHER: EA | SPECIAL FEATURES: ONLINE | OTHER FORMATS: NONE | CALL: 01932 450 000 | PLAYERS: 1-8

Worms Turning!

Being set in the sci-fi fantasy world of *Dune*, all the favourites from the books and dreadful Sting-starring sci-fi film are present. While Sadukar and Fremen only appeal to a select few, the iconic giant worms have become world famous. At least kind of. But don't laugh at their legless form. They'll happily bite you in two.



All construction must be based on stone platforms. Walking on the sand is hazardous.

However, playing the Fremen allows you to virtually tame these beasts and ride them. Eeek.

Fight? For control of a load of sand dunes? Forget that! I'm off to Ibiza on my holidays, mate.

Emperor: Battle for Dune

With Westwood's *Dune 2*, real time strategy games were invented.

Before it? Barren sands. After it? A million and one games based around clicking your mouse quickly to make wee fellas run around as if mildly confused.

And they're great. Mostly, at least. Westwoods' last few RTS games have been polished, perfecting the formula they created all that time ago, but they haven't pushed any barriers. Make a base. Make an army. Destroy your foes. Hardly the future.

Shame this is the same bag of tricks again with snazzy next-gen 3D graphics. It's good fun, but it's hardly the oasis of gaming excellence we've all been hoping for.

A *Command & Conquer*-holic will be immediately at home, with the unit types being all you need to learn before *Dune* competence is achieved. Yes.

Judgement

GRAPHICS The *Command & Conquer* universe steps into the third dimension, with pretty results.

GAMEPLAY Finely honed yet somewhat uninspiring. You've played this thousands of times.

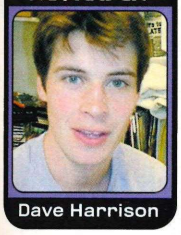
LIFESPAN Not much replay value, but the map skirmish and multi-player are attractive additions.

We wish Westwood were more daring than this half-step into the future. Ultimately, the only advance is in its graphics.

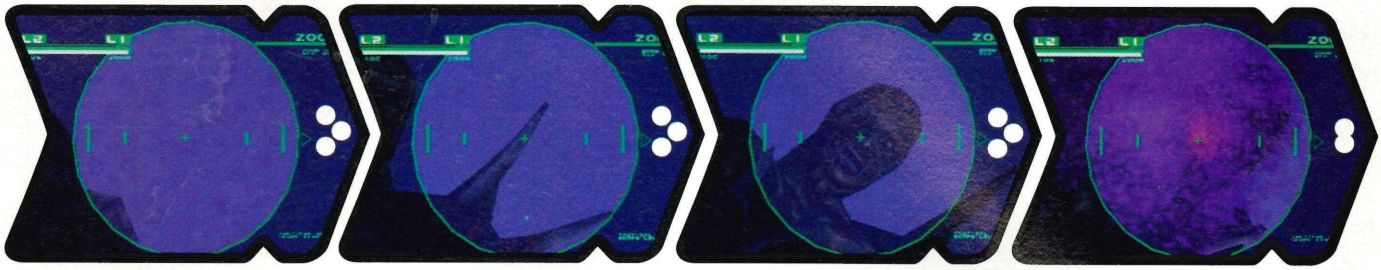
Overall 76%

REVIEWER: Kieron Gillen

REVIEWER



Dave Harrison



OUT: JUNE

FORMAT: PS2 | PRICE: £40 | DEVELOPER: DEEP SPACE | PUBLISHER: SONY | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: NONE | CALL: 0207 144 6700 | PLAYERS: 1

Monsters!

Sadly these aliens aren't exactly Mork and prefer to try to rip your face off than drink through their fingers. With this in mind, make sure your first contact is a firm one. You learn that the virus can be transmitted through water and seeing that the whole base is covered in frozen water, you're in trouble.

▲ Here's the big invisible dog things that prance around in the snow. They're rubbish and seem just to soak up your bullets. Dead stubborn.

▲ These flappers are tricky buggers. They swing into view and waste no time in latching themselves onto you and injecting their evil.

▲ Later on you get these lanky zombie types that look like they've mutated from the staff of the research facility. Great to barbecue.

▲ Drama! Dennis whips out his mighty blade to scythe through boxes to search for pick-ups. But watch out for the ones with packed with alien weavels.

Suffering an **infestation**? Forget **boiling water** and **fly paper**, get yourself **a gun** and shoot the **critters**.

Extermination

Meet Dennis Riley. He's a member of a special ops team called Red Light.

He and his chums are mobilised after receiving a distress call from a remote Antarctic research facility that specialises in aliens and, before you can say "*Half-Life*", Dennis is on his own, the facility is coming down around his ears, and the place is swarming with mutated creatures.

Familiar idea and familiar action, but it's the execution that's important, and the result is a 3D action/adventure that looks good and plays smoothly.

GREAT GAMEPLAY

One reason it's successful is that it's easy to play. Commands are limited, so you don't have to remember any complicated combos but you can still complete complex moves. Riley is flexible – he can clamber over things, leap like Free Willy and handle his weapons with poise, all of which lets the action effortlessly switch from platformer to shooter.

Also the developers obviously want you to have fun. They know it's more exciting to blast mutant aliens than skulk around dark corridors, so they're always throwing cannon fodder your way. And, thanks to a cord you pick up as an item, you can dangle from ladders hands-free and shoot some more. What's more, the camera is user-friendly too. You rarely get annoyed, and you can always see where you're going. It's revolutionary. You can't help but enjoy yourself

COMPILATION

here. You can do everything you wish you could in *Resident Evil* and this is the game you wish *C-12* was. The only reason it fails to be truly great is because it's nothing new and fairly predictable. Also, despite its excellence, its poor enemy design sadly reminds us of the shoddy *Blue Stinger*, which is best forgotten.

But, on the whole, *Extermination* is good news and, along with *Code: Veronica* and *Onimusha*, PS2 is piecing together several quality games that are obviously part of the next generation and money well spent. None of them will *make* PS2, but they sure make it a happier place to be.

Softography

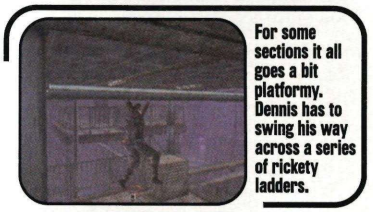
These guys have also made...

This is Deep Space's first game!

He Can Even Cook!

There's not much Riley can't do. And, according to the developers, he's as straight as a cucumber and as cool as an arrow. Great.

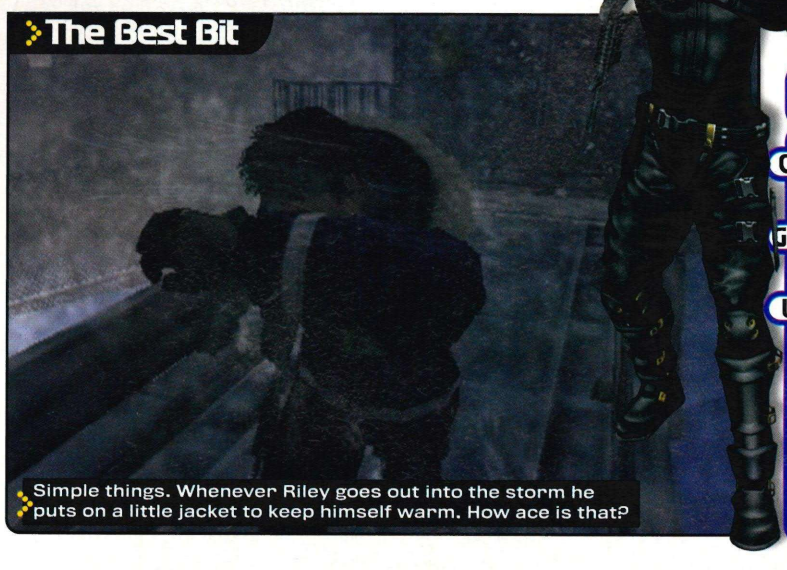
If there's a will there's a way. Use the Action button to leap, bound and clamber on any ledge you think is climbable.



For some sections it all goes a bit platformy. Dennis has to swing his way across a series of rickety ladders.

Dennis is also a dab hand at weaponry and can lock on a number of extras onto his M-15 to change the shooting action.

The Best Bit



Simple things. Whenever Riley goes out into the storm he puts on a little jacket to keep himself warm. How ace is that?

Judgement

GRAPHICS Fully 3D and packed with great detail, touches of animated class and happy faces.

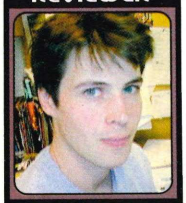
GAMEPLAY Like *Resident Evil* but with big knobs. Perhaps a bit easy to create true excitement.

LIFESPAN Not the longest game ever but offers similar replay value to *Resident Evil*.

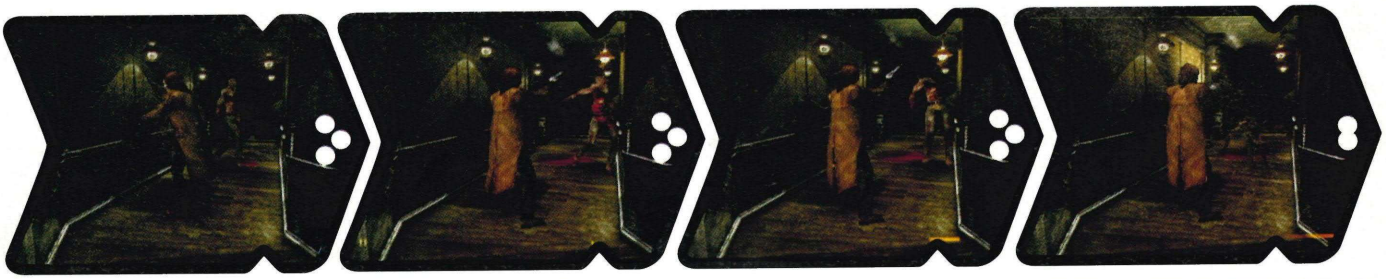
Another sign that PS2 is slowly getting its act together. Definitely the quality of game we all hoped we'd be playing eventually.

Overall 84%

REVIEWER



Dave Harrison



OUT: NOW

FORMAT: PS
PRICE: £30

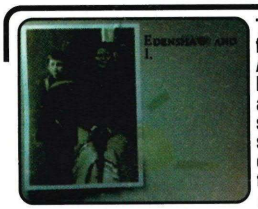
DEVELOPER: DARKWORKS
PUBLISHER: INFOGRAMES

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: PS2, DC, GBC, PC

CALL: 020 8222 9700
PLAYERS: 1

Plottens!

Here's the cheeky chappy Obed Morton who owns the island and who Edward thinks is behind the murder of his mate, Fiske.



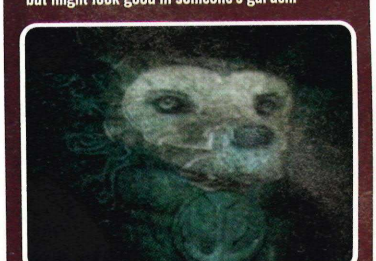
The house is full of American Indian aritifacts which seem to have some connection with the monsters.

All the monsters are sensitive to light. Their genetic make up makes them more mineral than animal. How queer.

While the monsters seem to be from some ancient evil, there's talk of genetic tampering by the evil Morton.

Vice Versa!

▲ Look! A statue of an big owl. Not that tasteful but might look good in someone's garden.

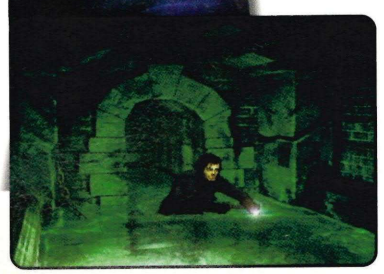


▲ But lookey again, this time with the lights out. It's now a statue of an owl with the head of a wolf. Now if you had a wolf item you'd be laughing.

It's **back.** *Alone In The Dark* returns and **this time** it's so evil it's **positively wicked.**

Alone in the Dark

The New Nightmare



The Best Bit

The way the rendered back grounds are brought to life through the use of torch, water effects and reflections.

The Island of Shadows. Immediately horrific images of Hank Marvin scar the mind. Surely no one in their right mind would go to a place with such a foreboding name. But that's exactly what Edward Carnby has to do to solve the mystery behind the death of his friend Charles Fiske. Fiske had been on the island investigating some stone tablets that hold the key to a dark power. So off trots Eddy, revolver in hand, to kick some evil butt and avenge his good friend's death.

NEVER ENDING GORY

That's one basic plot opening to get the horror action going! But before you busy yourself with the item collecting you really have to appreciate the size of the plot, 'cos this story runs *The Never Ending Story* close for quantity of content.

RENDERING DOWN

Anyway, the game is so wrapped up in explaining the mystery that it sometimes forgets there's a game to be played. There are times where you find documents with up to 50 virtual

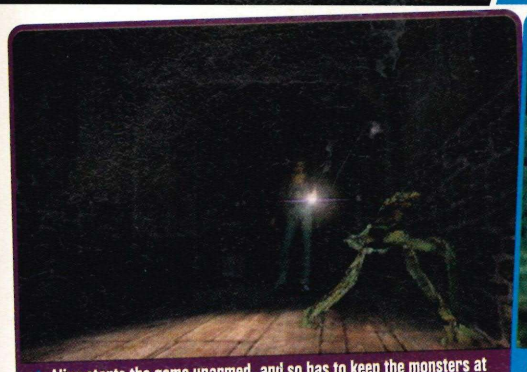
▲ Two lovers necking in the twilight. How romantic. Hold on! They look like two fellas. And one's a zombie!

▲ Ooh the horror! It's a lanky walking pot plant that keeps on trying to lick my face. What a nightmare!

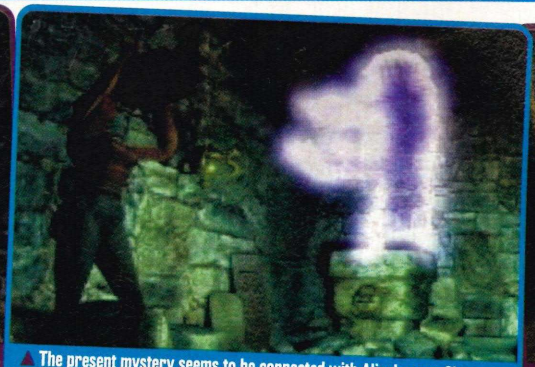
▲ The camera angles are chosen for their cinematic effect, which isn't always great for viewing the action.

Not That Alone!

Just like *Resi* 1 and 2, you have a choice of characters. There's Edward Carnby, paranormal investigator, or the booky Aline Cedric. Split up at the start of game they decide to take separate paths.



▲ Aline starts the game unarmed, and so has to keep the monsters at bay with only a torch. Or if you're lucky you'll find a light swtich.



▲ The present mystery seems to be connected with Aline's past. She keeps having visions and is almost coaxed into helping the evil.

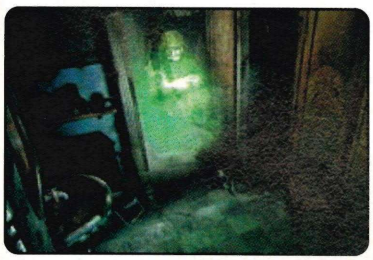
▲ Throughout each of the adventures Edward and Aline cross each other's paths and either pass on information or help each other out.

Factpack

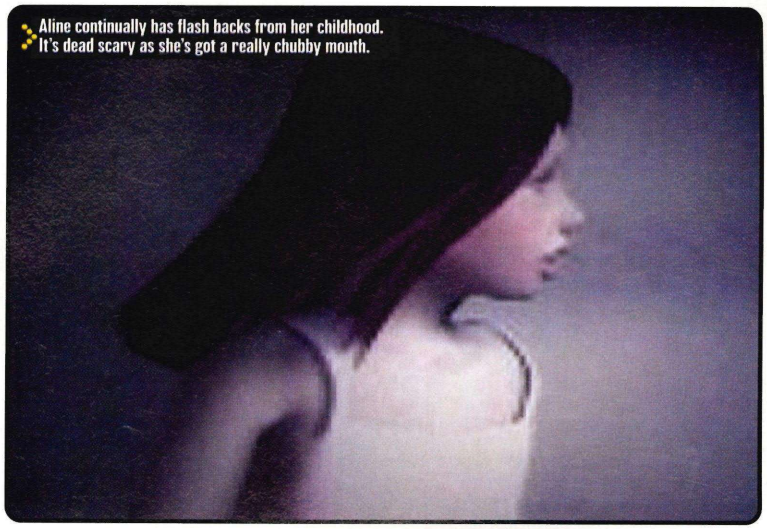
The stuff you need to know...

Playable Characters	2
Weapons	12
Types of Monsters	10
Rendered Screens	1200

▲ Edward lays his hands on a triple-barrelled shotgun. Just like your double-barrelled one but one betterer.



▲ Aline is courted by the soothsayer De Certo responsible for drawing the Morton family into evil.



Aline continually has flash backs from her childhood. It's dead scary as she's got a really chubby mouth.

pages to read. It's fantastic detail but reading just slows the game down.

Other problems surround the rendered backgrounds. It's not the quality, as they are fantastic – the game betters any expectations you would have of a pre-rendered game. The problem comes when you try to spot the pick-ups. Sometimes they sparkle but often they're invisible. Of course, you don't want to be spoon-fed the whole time but too often vital items are all but obscured in the gloom. You have to search every inch of every room, and by searching I mean walking up against the scenery and pressing ⊗.

MONSTER MASH

The monsters are, unfortunately, as offensive as Savage Garden and this, combined with the predictable puzzles, makes for dull gaming. But just when you think you know it all and you're reaching for the off button, *Alone*

...Just when you think you know it all and you're reaching for the off button, *Alone* reveals it has some tricks up its sleeve.

Softography

These guys have also made...

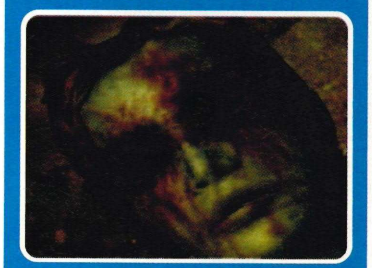
Alone in the Dark	88%
1906: An Antarctic Odyssey	N/A

reveals it has some tricks up its sleeve. There are several set-piece scares, usually involving a lightning flash and a second-long apparition. A cheap trick, but it will have a few hearts a-flutter. And then you realise that certain objects look different in the dark, so you often have to double-check rooms with the lights off.

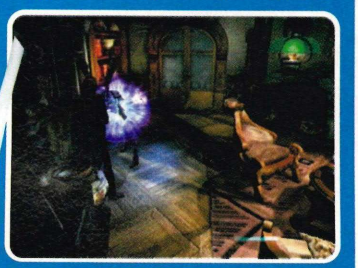
Despite some lumbering features there are enough sparks of innovation to drag *Alone* above your average survival horror. It isn't a classic to rub shoulders with the *Resis* and *Silent Hills* but it's well worth £30.

Schlocker!

▲ During the game there's some fairly scary set pieces including this plant/bed bug attack.



▲ Aline? Each of the characters suffer from trippy vision. Are they future or past happenings?



▲ The monsters just materialise from thin air so you have to be on your guard at all times.

Judgement

GRAPHICS Pre-rendered but as detailed and moody as anything *Resident Evil* can muster.

GAMEPLAY You've seen it before, but there are enough nuggets of information to keep you interested.

LIFESPAN There are two very long adventures to complete. Should keep you busy for days.

An intelligent and successful, if occasionally run-of-the-mill, survival horror.

Overall 80%

Richard Keyes And His Family

Some puzzles are quite cute and get you thinking; others just involve collecting loads of keys.

▲ Get a code by inspecting some items, find a number panel thing and reveal a secret passage. Hurrah!

▲ Some many keys. Ooh I've got a key and perhaps then I'll unlock a door and get some more keys. Ace!

▲ Pick up clues by looking through a telescope. Go on.

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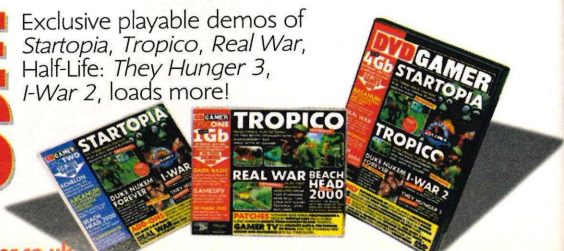
ON THE DISCS Exclusive playable demos of *Startopia*, *Tropico*, *Real War*, Half-Life: *They Hunger 3*, *I-War 2*, loads more!



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DEVELOPER: TDK PUBLISHER: TDK PLAYERS: 1

Rainbow Islands

Other than being the sequel to all-time great *Bubble Bobble*, this '80s platformer was remembered for being bloody hard.

This is an *almost* spot-on conversion of the old coin-op, in which you must travel to the top of vertically-scrolling levels firing magic rainbows as platforms or weapons. But, thanks to the infinite Continues it offers, it's lost the challenge that made the original so addictive, and what's left is rather shallow. There's also some dodgy collision detection, and you can only fire a maximum of two rainbows instead of the usual three. Not a big deal, granted, but nostalgia nuts may be a bit disappointed.

▲ There are seven Rainbow Islands in total, from Insect Island to Toy Island, and even one based on the ancient arcade game *Arkanoid*. Good job there's a level select.

Not as good as the original, but it's still pretty cool.

71%

DEVELOPER: TORUS PUBLISHER: ACTIVISION PLAYERS: 1

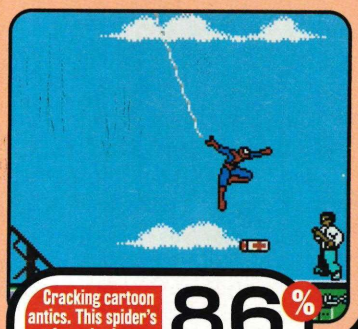
Spider-Man 2: The Sinister Six

Game Boy has had more *Spider-Man* games over the years than fresh batteries, but last year Activision produced the best yet. This sequel is more of the same fun platform antics – and it looks even lovelier.

There's more swinging, climbing and fisticuffs as you track down your kidnapped Aunt May through fairgrounds and hi-tech skyscrapers.

The graphics are colourful and cartoony, and are accompanied by Kapows and Bams when you take out a baddie. Spidey's animation is superb, and he's got loads of cool moves at his disposal. You can cling to anything you like, and it's great fun to stick to a ceiling before dropping behind a felon and trapping him in webbing.

It's not too different from Activision's previous *Spidey* title but still makes for a highly enjoyable platform romp.



Cracking cartoon antics. This spider's not for splatting.

86%

DEVELOPER: HANDHELD GAMES PUBLISHER: ACTIVISION PLAYERS: 1

Tech Deck Skateboarding

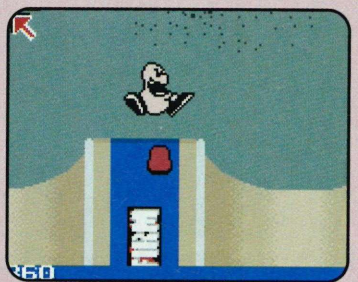
Videogames have allowed us to become many cool characters, from dragons to robots to superheroes – but a finger?!

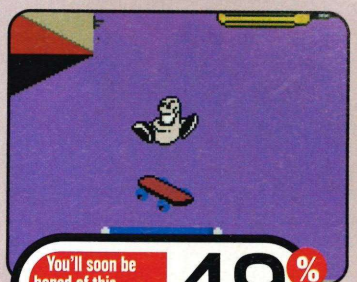
Tech Deck is based on those daft mini skateboards which you ride across table tops, but the character you control in this game looks more like a potato!

The aim is to skate around a number of cartoony arenas, collecting decks in the right order. Pulling off stunts earns you more time – and that's all. *Tony Hawk's* it ain't.

It's incredibly slow, and the odd perspective makes grabbing the floating decks annoyingly tricky.

The whole affair quickly grows tiresome, and you'll soon find something better to do with your finger – like picking your nose.





You'll soon be bored of this fingerboard 'sim'.

49%

DEVELOPER: GAME BRAINS PUBLISHER: UNIVERSAL PLAYERS: 1

The Mummy Returns

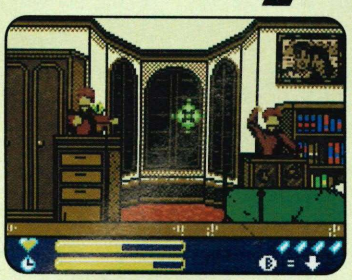
A game that unfairly kills your character within barely two seconds of switching it on is plagued by serious problems.

The Mummy Returns is nothing like its predecessor, a half-decent platformer based on the first film. Instead, it's nothing more than a series of poorly programmed minigames strung together.

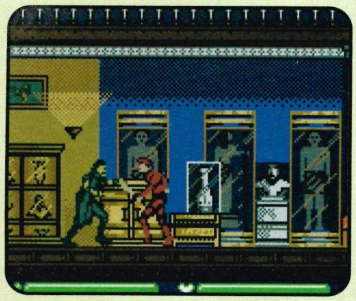
See daring adventurer Rick run from raging water in early levels, then watch him drown because his sprite refuses to jump. Level four is exactly the same, except it's a swarm of flies instead of water – displaying a lack of imagination.

Other atrocities include a shoddy shooting game (in which blokes hurl what look like spuds at you), and a laughably bad beat-'em-up level.

The graphics and animation are just awful, and the music makes it sound like your Game Boy's being played under water. Truly terrible.



▲ This shooting level is so awful it's impossible to take out the bad guys without taking a hit. Crud!



Promise us: don't buy this game ever. Please!

14%

REVIEWER: Rick Moulton

REVIEWER

Oliver Hurley

OUT: JULY | FORMAT: PS2 | PRICE: £40 | DEVELOPER: DREAM FACTORY/SQUARE | PUBLISHER: SONY | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: NONE | CALL: 020 8968 8088 | PLAYERS: 1-4

Grrrrrrr!

You're rewarded with Bouncer Points for every enemy you kill. They can be spent on improving your stats or buying new moves.

You're given a certain number of BPs for each baddie you dispense with, depending on which move you use.

Waste two or more enemies at once and you'll be rewarded with massive BP bonuses, which are well worth having.

At the end of each stage you can exchange your Bouncer Points for a range of things, from new moves to better defence.

Four-Play!

The multi-player mode allows up to four players to brawl against each other at once, with the last one standing being the winner. There's no co-operative multi-player option for the Story mode, even though it would lend itself to it perfectly.

▲ The multi-player mode allows for some pretty frantic fighting fun. It's every man for himself!

▲ Unfortunately, though, it's not possible to play a multi-player co-operative mode. Bummer.

"If your name's not down you're not coming in," is a phrase not uttered once in this disappointing fighter.

The Bouncer

Early reports suggested that *The Bouncer* would be a beat-'em-up so revolutionary that it would be a PS2 game to rival even *Metal Gear 2*.

When the Japanese version of the game was released, it quickly became apparent that it was little more than a scrolling fighting romp padded out with seemingly endless cutscenes. Of course, exactly the same can be said of the UK version, except that at least it's all in plain old English now.

ALL-IN SCRAP

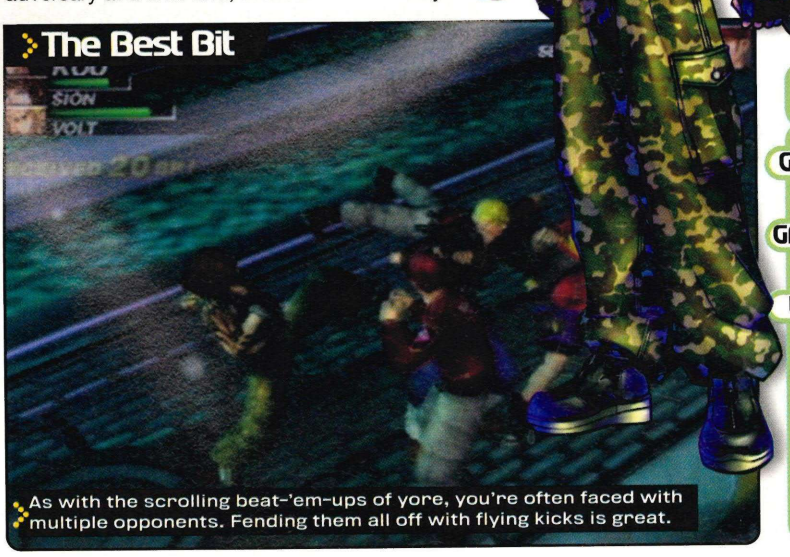
Far from being based in a dodgy after-hours club in the East End of London, as the title may suggest, you instead have to trawl through the usual, near-future, *Blade Runner*-style scenery. Rather than being based on one-on-one matches, like *Tekken*, you instead take on multiple opponents at once. If that makes it sound terribly difficult, it isn't. You're accompanied by two other CPU-controlled characters, so you usually only have to concentrate on one adversary at a time and, in most cases, it doesn't take much to dispose of each enemy.

LOSE THE PLOT

Once you've cleared each area of baddies, you'll be moved onto the next stage. All good, clean fighting fun. But as soon as you're getting stuck into it, you're sidetracked by those cutscenes. Now, while this style of fighter lends itself more to a storyline than the likes of *Tekken* does, you still want to get on with fighting. Skip the cutscenes, though, and you miss out much of the *Bouncer* experience, so brief is the scrapping side of things.

It's an interesting attempt to update a nearly extinct fighting genre, but you soon realise how limited it really is.

The Best Bit



As with the scrolling beat-'em-ups of yore, you're often faced with multiple opponents. Fending them all off with flying kicks is great.

▲ Throughout the game there are dozens of cutscenes, making it feel more like an interactive movie at times.

▲ The Survival mode sees you having to face some unique enemies, like this bizarre K9/Dyson hybrid.

Softography

These guys have also made...

Final Fantasy 7	93%
Final Fantasy 8	95%
Vagrant Story	93%
Parasite Eve	80%
Parasite Eve 2	85%

Judgement

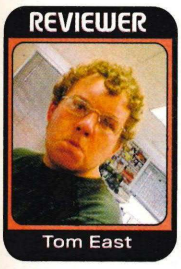
GRAPHICS The numerous cutscenes are lovely, but the in-game graphics are disturbingly blurry.

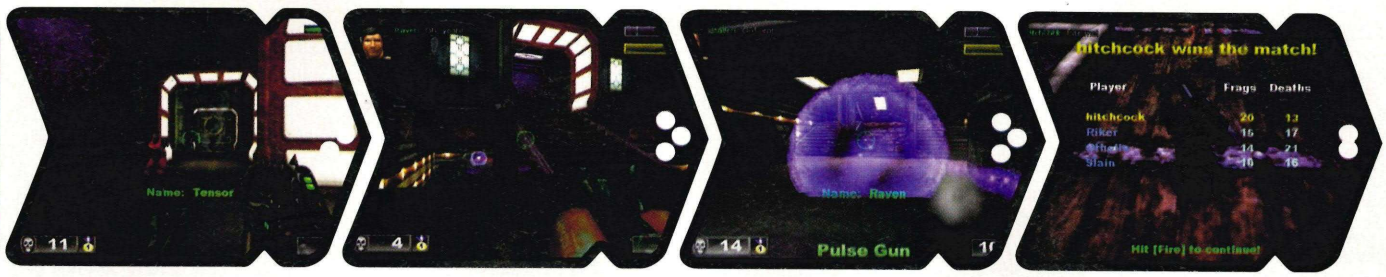
GAMEPLAY Being able to swap characters doesn't distract from repetitive gameplay.

LIFESPAN There are loads of characters and multi-player levels to unlock.

Once you get over the novelty of it, this is a brief and rather plodding gaming experience. Stick to *Tekken Tag*.

Overall 72%





OUT: NOW | FORMAT: DC | PRICE: £40 | DEVELOPER: SECRET LEVEL | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: MOUSE & KEYBOARD | OTHER FORMATS: PC, PS2 | CALL: 0208 222 9700 | PLAYERS: 1-4

Into **hyper-active ultra violence**? Then *Unreal Tournament's* what you **really, really want.**

Unreal Tournament

Imagine GamesMaster could draw back a curtain and say, "zis is ourh latezt creation, Mr *Unreal Tournament*," and standing before you was a freaky mixture of Vinnie Jones, Dame Edna Everage and Laurence Llewelyn-Bowen.

Apart from being someone to avoid at night, our Mr *Unreal* is just slightly over-the-top. His defining characteristics are a dazzling array of incredibly gruesome guns to blow things up with, exploding body parts, cheesy insults, a pounding soundtrack and some lavish, rather poncey, levels to charge around in. It's a game that is relentless on the senses: action-packed, funny and unbearably tense.

SMALL SCALE

But that's not to say that this Dreamcast version is perfect because, just like the PS2 outing, the multi-player options have been scaled down somewhat, and if you can't afford a mouse and keyboard, you might find the controls trickier to master than they should be.

OFF-LINE

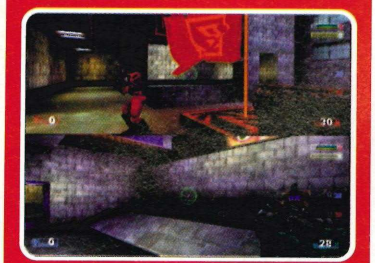
However, the real downer is that there's no online option. *Unreal* just isn't a *Tournament* without the option of going online and playing against other people. The gameplay is so slight (charge around an enclosed area and blow each other up) that if you take the competitive human aspect away you deprive the game of much of its lasting appeal.

This is a slick, fun and challenging blaster – albeit one that won't hold your attention longer than half an hour at once. *UT* is recommended, but *Goldeneye* is still (still!) the best console FPS. Shocking.

Softography
These guys have also made...
This is Secret Level's first game!

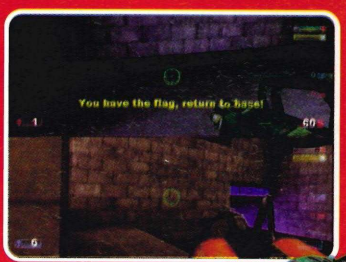
Flags To Riches!

To compensate for the suddenly-went-missing online option there are various split-screen multi-player modes. As well as Deathmatch, you can play Dominion (battle for control of checkpoints) and Capture The Flag. And, unlike the PS2 version, it doesn't feel like you're playing in arenas made of tar.



▲ Capture The Flag is a timed event so, as soon as the clock starts ticking, you and a mate/bot have to get cracking...

▲ The red team chance upon the blue's flag. Meanwhile, the blue team take the er, scenic route. In your own time lads!



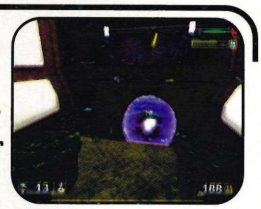
▲ The reds have the flag, so the blues have to backtrack and ambush them, or it's game over.

Ruthless People!

UT is the zenith of tactical play, featuring *Black & White* levels of depth... Nah, not really. Blow the crap out of everyone any way you can.

Find a hidden corner and unload some firepower onto anyone who passes your way.

Get on a lift and you can float around levels, blowing 10 bells of toss out of everyone below you. Heh, heh.



Or you could just get more/ bigger/ better guns than everyone else. Then, er, charge at your foes. Yippee-ki-yay mofo.

The Best Bit

Hmm, could be the ultra violence. Or the massacres. Or the carnage. Or the killing... You get the picture. Don't try this at home.

▲ The castle is just one of *Unreals'* superbly atmospheric levels. This game's more gothic then a bat in a Sisters of Mercy video.

Judgement

GRAPHICS Does what it needs to. A passably slick framerate accompanied by thumping sounds.

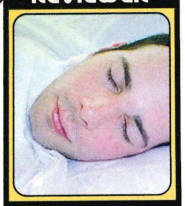
GAMEPLAY Not much to it, but it's undeniably good (if unclean) fun. If only there was an online option.

LIFESPAN You'll return to it when you've mates round, but it won't keep you interested for long.

Improves on the disappointing PS2 version but lack of online play limits its appeal. For now, stick with the PC one.

Overall 81%

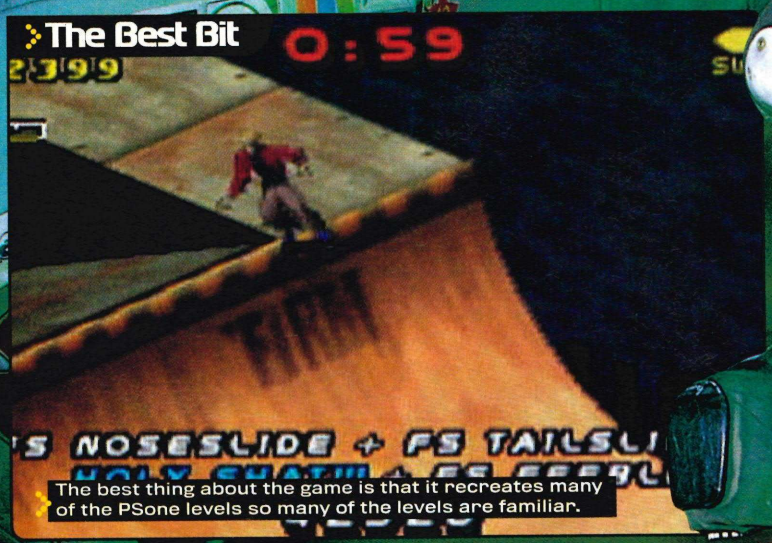
REVIEWER



Oliver Hurley

OUT: JUNE | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** VICARIOUS VISIONS | **PUBLISHER:** ACTIVISION | **SPECIAL / OTHER:** BATTERY BACK-UP | DC, DC, GBC, PS, N64 | **CALL:** 01753 756 100 | **PLAYERS:** 1

It's *Tony Hawk's 2* – but in your pocket. "Oooh look, a Murray mint," he's probably saying.



Tony Hawk's Pro skater 2

...Pull off a **Boneless** followed by a **Wall Ride** into an **FS Shove It** while on the **bus**...!

Impressive as the GBC versions of *Tony Hawk's Pro Skater* 1 and 2 were, their 2D limitations meant they didn't quite capture the experience of the PS originals.

Well, that's changed with the GBA translation – almost. Instead of the side-on view offered by the GBC version, you get an isometric view in which you see environments from a diagonal perspective. Shame they couldn't coax the GBA into using the same angle as the PSone version.

However, it's not without its problems – the main one being that, for a game reliant on precision and accuracy, it can be hard to judge jumps and landings (you often have to rely on shadows), making completing some challenges harder than intended. It's slightly annoying and detracts from the game's enjoyment a bit, but you will get used to it.

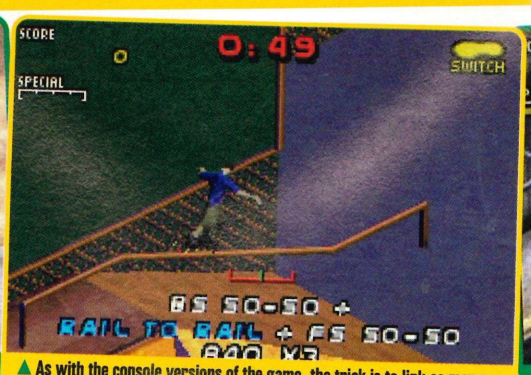
SMALL SCALE

This is a scaled-down version of the PS game. Six levels feature – you begin with one and unlock the rest.

The Neatest Link!

All the moves from the PS game are here. The best way to score big is to link your tricks with grinds or manuals. There's a Free Skate mode (no time limit) where you can perfect your tricks and combos.

▲ This level will be instantly recognisable to anyone who's played the original PlayStation version of the game – there are few differences.



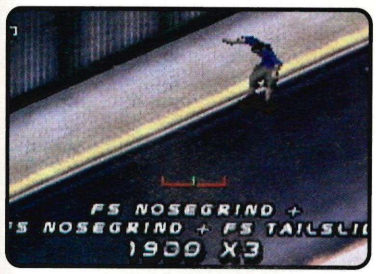
▲ As with the console versions of the game, the trick is to link as many stunts as possible into massive combos – without falling off, of course.

▲ Grinds are the simplest way to link tricks. You just need to make sure you're not too greedy as you'll lose your balance and, worse, your points.

GAME BOY ADVANCE

It's amazing how much of the PlayStation game has made it into GBA. The main downer – and it's quite a major one – is that the isometric view makes it pretty difficult to judge many of the tricks, making it very frustrating.

There are six levels from the PS game included, and it'll take you a fair old while to unlock 'em all.



Factpack

The stuff you need to know...

Levels	6
Characters	12
Polygons per skater	300
Best move	Christ Air

Softography

These guys have also made...

Polaris SnoCross	N/A
Sea-Doo Hydrocross	N/A
Spider-Man GBC	81%
Vigilante 8 GBC	65%

Tony The Tiger!

The same skills you need for the PlayStation game are required for the GBA one. It's all down to practice.

You'll soon discover certain objects that are ideal for doing tricks off for earning huge scores.

Jumping between any sort of gap – be it walls or ramps – always scores highly. Well worth doing.

Try grinding along that pipe and then do a trick into another grind at the top of the ramp for mega points.

The controls mimic those of the PlayStation: A to grind, B to ollie, with the shoulder buttons for other tricks – far less fiddly than the GBC ones.

NO TWO-WAY

While all standard single-player modes are here, there's no sign of a multi-player option, which is a shame.

But, despite its limitations, it does a great job of squeezing the PS game into a handheld, including tricks like wall rides, manuals (essential for scoring with really decent combos) and the sloppy/perfect ratings. And being able to pull off a Boneless followed by a Wall Ride into an FS Shove It with a BS Bluntside while sitting on the bus really can't be a bad thing at all.

Judgement

GRAPHICS The camera angle can be frustrating, but other than that it's a great looking skater.

GAMEPLAY A bit more frustrating than the PS original but they've managed to squeeze a lot in.

LIFESPAN It'll take a while to complete the Career mode. Shame there's no link-up.

The best handheld version of *Tony Hawk's* but still plagued by frustrating elements, like the camera angle.

Overall 81%

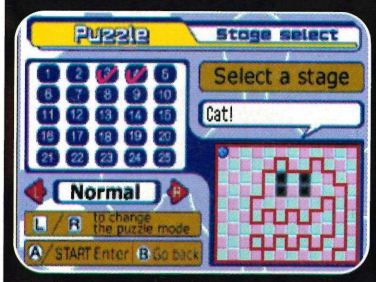
OUT: JUNE

FORMAT: GBA
PRICE: £TBC

DEVELOPER: SONIC TEAM
PUBLISHER: NINTENDO

Chu Chu Rocket

Sega on GBA? What next? Flying cars? Underwater cities? Madness!



Each mode has up to 25 different stages – and then you can fiddle with all the difficulty settings!

Use the link-up cable and up to four players can get involved with only one game cart. Amazing.

For non-DC owners (sadly for Sega, that's quite a lot of you) *Chu Chu Rocket* is a puzzler where you have to steer more mice onto your rocket than your opponent while avoiding the Cats, using arrows to alter their direction.

You might think this explanation is unclear – and you'd be right, 'cos *Chu Chu Rocket* is loads easier to play than describe. What you should know is that it's great if you've both a nimble mind and fingers. If you have neither, there's a more pedestrian Puzzle option to break you in gently.

When *Chu Chu* first came out it seemed a bit too quirky and ickle on DC, and didn't seem like an obvious choice to launch online gaming. But it's as though *Chu Chu Rocket* has found its true home on GBA; its odd puzzliness is perfectly suited to the handheld. Finally, you only need one cart for four people to play, so everyone's a winner. Well, four of you anyway.

Judgement

GRAPHICS Thanks to some brilliant design, you won't see cooler mice or cats. *Rat Attack* it isn't.

GAMEPLAY A very well balanced puzzler; very simple to play but difficult to truly master.

LIFESPAN Endless replay value, especially with the four way link-up option. Great value.

It's not quite as immediately understandable as *Tetris*, but it's very easy to pick up – and very hard to put down when you do.

Overall 83%

There are three different control methods, one perfectly suited to the beginner and the others for sharper players.

REVIEWER: Dave Harrison

OUT: JUNE | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** BATTERY BACK-UP | **OTHER FORMATS:** NONE | **CALL:** 01895 470 500 | **PLAYERS:** 1

There's **trouble in Transylvania.** Drac's **back** and he's **not very vlad** to see you. Time to **grab the garlic...**

Castlevania: Circle of the Moon

Forget the recent rubbish 3D *Castlevanias* on N64, this Advance version is a return to the classic side-scrolling style of the SNES era.

So far, so good. And it's no ordinary platformer. For newbies, *Circle of the Moon* plays like a side-scrolling *Zelda* crossed with *Resi Evil*. In between bouts of vampire hunting, you'll collect power-ups that allow access to new areas. Hunky dory.

But there's so much crammed in, something had to suffer. The sprites are weedy and jerky, and the graphics are too gloomy.

Nevertheless, the orchestral music is top class and there's even an RPG element in the way your weapons and armour build up over time.

Not perfect but an action-packed platformer nonetheless.

Whipped Cream!

▲ Your main weapon is a whip, which may not sound like much but it can be upgraded to a flaming version. Bet that leaves a scar.

Who's Da Boss?

The boss fights in *Castlevania* are a trip down memory lane for retro gaming fans. Let's party!

The three-headed dog, Cerberus, is the first boss you'll meet. Simply whip him in the head – all three of 'em!

That dozy plonker, The Invisible Man, gives himself away by wearing a great big duffle coat. What a prat.

Judgement

GRAPHICS Lovely backgrounds but the sprites are titchy and poorly animated, and it's all too dark.

GAMEPLAY Tough, but perseverance reaps rewards. The boss fights are brilliant, too.

LIFESPAN The game's made up of one massive, sprawling level that'll take ages to explore.

A fine update of the 16-bit classic. The graphics could have been nicer, but the gameplay is as solidly action-packed as ever.

Overall 79%

REVIEWER: Rick Moulton

OUT: JUNE | **DEVELOPER:** MTO | **PUBLISHER:** THQ | **SPECIAL FEATURES:** LINK-UP | **OTHER FORMATS:** NONE | **CALL:** 01483 767 656 | **PLAYERS:** 1-2

It's **one of the best** pocket racers ever – and **the first one** in 3D not to **look like a Tomytronic.** Result!

GT Advance

One thing that Game Boy Color really couldn't do properly, try as it might, were 3D racing games. Well, the good news is that Game Boy Advance can, and rather well it does too.

GT Advance features 48 fully licensed cars from seven manufacturers, including Daihatsu, Mazda, Honda and Toyota. Race them across a mighty impressive selection of 32 tracks, ranging from standard issue racing circuits to streets and dirt tracks.

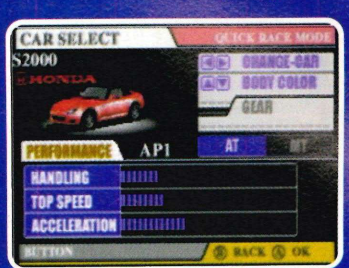
All the modes you'd expect from a console racer are here, including Championship, Quick Race and Time Attack. On top of this there's also a highly entertaining two-player link-up option allowing you to go head-to-head against a mate.

It's suitably nippy and the tracks really do look like proper racing circuits – not just a pair of parallel lines – and there's about as much realism as you'd expect to be able to squeeze out of a handheld racing game, even down to being able to tweak nine different parts of your car.

Imagine a decent PS racer – but smaller. It's about the closest thing you're going to get to a portable *Gran Turismo*. Can't be bad.

Portable GT!

All 48 cars in the game are fully licensed. And, with a highly generous 32 courses to race 'em round, there's plenty to keep you busy for an age. It's the closest thing yet to having a portable version of *Gran Turismo*. It's not without its limitations though – the handling's a bit rubbish at times and it's too easy to spin out.



▲ There are a load of cars to pick from. The crucial question, of course, is which colour to have.

▲ It's not too tricky to begin with so you'll soon unlock quite a few extra cars and tracks.

▲ Some of the courses are rather unforgiving and there's no shortage of 90º and hairpin bends, so don't be afraid of hitting the brakes every so often.

Judgement

GRAPHICS Slightly jerky in places but, overall, colourful and detailed with effective 3D-ness.

GAMEPLAY A miniature console-style racer. Works well and has a surprising amount crammed in.

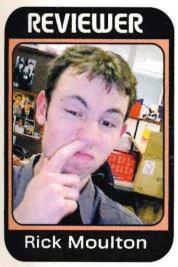
LIFESPAN There's loads to unlock in Championship mode. With the link-up too, it'll last for ages.

A really decent racing romp and a very promising start for GBA driving titles. Not quite *Gran Turismo* in your pocket – but almost.

Overall 85%

REVIEWER: Oliver Hurley

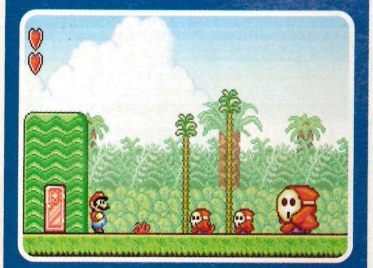
SUPER MARIO ADVANCE



OUT: JUNE | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** LINK-UP | **OTHER FORMATS:** NES, SNES | **CALL:** 01703 270 001 | **PLAYERS:** 1-4

Mario And Co!

You get to play as other characters that have featured in various Mario games in *Mario Advance*. Make your choice and become the mad mushroom man Toad, cute princess Peach, or Mazza's lanky brother Luigi. Completing the game means mastering all their moves, so there is a method to the madness.



▲ Mario is the all-rounder of the bunch. He's fairly fast on his feet and is half-decent at jumping. Best to start with him.

▲ Luigi's green-dungareed legs are longer than his dumpy brother's, so his jumps are massive – but he's a bit slippery to control.

▲ Princess Peach has the cutest voice of all, and she can float to far-off platforms by using her big skirt as a parachute...

▲ Picking up items and throwing them at baddies is the name of the game in *Super Mario Advance*. And you can even throw the baddies at other baddies!

With **every new** Ninty console **comes a *Mazza*** game. But this one's **a little different...**

Super Mario Advance

The NES had *Super Mario Bros*. SNES had *Super Mario World*. N64 had, erm, *Mario 64*. The names may have lacked inspiration, but the games were classics.

It's odd, though, that Ninty should convert an ancient NES title to launch their flashy new handheld. You see, the game began life as a Mario-free Japanese platformer, only to have the fat plumber slapped on to appease American audiences – becoming *Super Mario Bros 2*.

DIFFERENT

The end result is that *Mario Advance* plays unlike any other Mario *game*, but it's still a cracking platformer – and this version is better than the NES/SNES ones.

Softography

These guys have also made...

Super Mario 64	95%
Mario Kart 64	93%
Super Smash Brothers	91%
F Zero X	91%
Lylat Wars	78%
Zelda: Majora's Mask	96%

Instead of jumping on enemies, Mazza must now pick them up to use as weapons. And you can play as four characters: Mario, Luigi, Peach and Toad – each with their own strengths and weaknesses.

The levels aren't linear left-to-right affairs. Exploration and key collecting are just as important as baddie bashing. Fans of the brilliant *Wario 3* on GBC will be at home here.

GOOD ALL-ROUNDER

While it's not as amazing-looking as *Rayman Advance*, the cutesy colourful graphics do a decent job. The sound is equally impressive, but a little too over the top. Every time Mario or his mates perform an action, they let out a digitised dialogue snippet that'll initially impress but will soon have you reaching for the volume control.

The cart also includes a graphically spruced-up version of the original *Mario Bros*, which is a top laugh, especially when linked up with three mates. You only need one cart, so what are you waiting for?

Mari-Old Bros!

In 1983, *Mario Bros* conquered the arcade world with its pure playability. It's back in 2001, with nicer graphics and four-way play.

In one-player mode, Mario must clear the screen by hitting enemies from below and kicking them off screen...

... But bring two or more players into the fray and it's a race to clear the creatures before anyone else.

Beat your mate in the two-player fray by chucking him into the bin and you'll reach this cracking little bonus stage. Nifty!

The Best Bit

The original *Mario Bros* – the one that started it all. Just add three mates, three link cables and you're in retro heaven.

Judgement

GRAPHICS Cartoony, colourful and, best of all, bright enough to see on the small screen.

GAMEPLAY The weird playing style'll take some getting used to, but it's original and fun.

LIFESPAN 20 levels that become terribly tricky near the end, plus multi-player laughs aplenty.

Despite being based on a 15-year-old classic, with two great games for the price of one *Mario Advance* is a winner.

Overall 89%

OUT: JUNE | FORMAT: GBA | PRICE: £30 | DEVELOPER: EIGHTING | PUBLISHER: NINTENDO | SPECIAL FEATURES: LINK-UP | OTHER FORMATS: NONE | CALL: 01703 653 377 | PLAYERS: 1-4

A **spinning stick** game! **Whatever next?** A GBA version of **swingball?**

Kuru Kuru Kururin

Kuru Kuru is the Japanese word for something that spins – as your head will when you spend time on this wacky, addictive puzzler.

The gameplay is like games where you have to pass a metal rod through a maze without touching the sides.

Except the rod in this case is a helicopter, controlled by a weird penguin-type creature, the object being to negotiate the twisty turny mazes in as fast a time as possible.

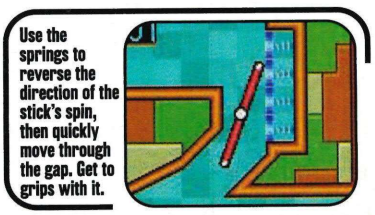
There is a plot to this weirdness. You have to save some cute friends that are trapped in the maze, but you'll be more concerned about your sanity than following the storyline.

Kururin is an infuriating game that will test the patience of a saint and the skills of a surgeon, but you'll find yourself coming back for more.

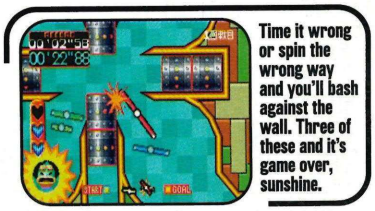
With a multi-player mode to boot, it makes for an odd but somehow gripping experience with which to while away a boring car journey.

Joy Stick!

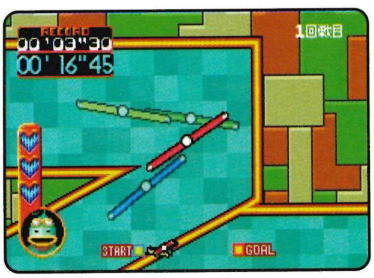
Controlling a spinning stick sounds easy but it's actually really hard when there are some tight gaps.

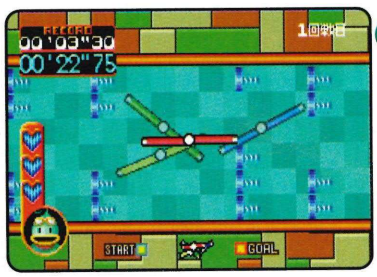


Use the springs to reverse the direction of the stick's spin, then quickly move through the gap. Get to grips with it.

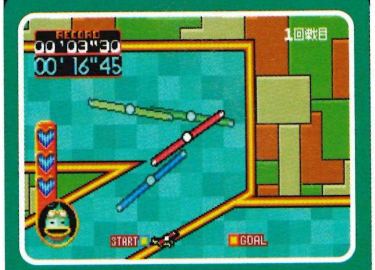


Time it wrong or spin the wrong way and you'll bash against the wall. Three of these and it's game over, sunshine.





Stick It To 'Em!



▲ The multi-player mode is madness as up to four people can race through the maze. Luckily you can't hit each other, or it'd be impossible.

Judgement

GRAPHICS Bright and colourful but nothing special. Serve their wacky purpose well, though.

GAMEPLAY Frustrating yet addictive, but not a patch on a certain Russian blockbuster.

LIFESPAN Thirty levels, four game modes, and multi-player fun will last for many a rainy day.

Not a *Tetris*-beater by any means, but it's made up of gameplay that proves to be as addictive as Pringles. You just can't stop.

Overall 76%

REVIEWER: Rick Moulton

OUT: JUNE | FORMAT: GBA | PRICE: £30 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: LINK-UP | OTHER FORMATS: NONE | CALL: 0208 582 5573 | PLAYERS: 1-4

Kan *Konami Krazy Racers* **konquer the klassik kart kontest**, or is it **just krap?**

Konami Krazy Racers

Kool Additions!

From the screenshots, you may be forgiven for thinking that *Krazy Racers* is just a total rip-off of *Mario Kart*. But, while it looks and plays a lot like the classic Ninty racer, it isn't totally devoid of new features. There are a couple of new things – like the money system and cool courses – that the mighty Mario can't manage.

▲ Collect coins and spend them between levels in the shop to tune up your kart.

▲ This clever level sees our kart pals avoiding flying baseballs in a giant stadium. Ouch!

To say that *Krazy Racers* is a bit like *Mario Kart* is like saying Jabba the Hutt is slightly overweight.

You'll find similarities everywhere: from the selectable characters based on Konami's top games (some of which us Brits haven't heard of), to the controls and power-ups.

There are new elements. Coins can be picked up during races and spent on items in a shop, and there are some original levels based on *Metal Gear Solid* and *Castlevania*.

Krazy Racers will certainly suffice until *Mario Kart Advance* turns up – especially if you're a fan of weird Japanese game characters.

▲ The weapon about to be unleashed here, the crystal, has exactly the same effect as *Mario Kart*'s banana skin. Homage or blatant rip off?

Judgement

GRAPHICS One of the best-lookers on GBA so far. It's fast and full of snazzy special effects.

GAMEPLAY If you like *Mario Kart*, you'll like this. Especially in a multi-player race or Battle mode.

LIFESPAN Lots of modes and minigames to open up, and plenty of tricky tracks to master.

If you can get over the lack of familiar characters featured, *Konami Krazy Racers* is a cracking kart racer.

Overall 85%

REVIEWER: Rick Moulton

REVIEWER

Rick Moulton

OUT: JUNE | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** LINK-UP | **OTHER FORMATS:** NONE | **CALL:** 01703 653 377 | **PLAYERS:** 1-4

From Zero to Hero!

F-Zero is famous for its blistering speed, but there's more to the gameplay than simply putting pedal to the metal. To succeed you'll need to get to grips with precision cornering, jumping and avoiding obstacles while maintaining the cracking pace. Are you sitting comfortably? Let the lesson begin.

▲ Cornering takes practice. Instead of holding down the accelerator, use quick bursts of speed to power round bends.

▲ Jumping chasms requires hitting a boost pad at high speed to rocket you to the other side. Miss the pad and it's all over.

▲ Later levels throw not only dangerous pools of lava at you, but also bloody great big bombs on to the track. Hardly fair.

▲ There are no weapons to help you in this game. To get past this opponent you'll need to use your brain and reactions instead of your trigger finger.

Feel the **need for speed** in an **update** of the **classic SNES racer.**

F-Zero

GAMING MASTERPIECE

Maximum Velocity

It's fitting that Nintendo chose one of their best original games for their new pocket rocket.

F-Zero was a massive hit on the 16-bit SNES 10 years ago, and the 32-bit GBA has no trouble reproducing the supersonic speed of this futuristic hovercar racer.

But it's not a remake, it's a brand new game that retains the gripping gameplay and blistering speed of the original, adding new tracks and cars.

ELEGANT SIMPLICITY

Like so many Ninty greats, *F-Zero's* beauty is its simplicity. Races require you to beat the competition to the finish line over five laps.

The emphasis is on speed, which GBA pulls of perfectly. Clever jiggling of the A and B buttons (brake and accelerate) lets you power round corners with small bursts of speed, before unleashing a turbo boost on the straights.

The shoulder buttons act as airbrakes to slide around tricky bends, but these controls cause a problem for those with fatter fingers.

DINKY DIGITS

The small of hand should have no problem getting their digits working on GBA's extra buttons, but anyone with mitts bigger than a Japanese midget will suffer after a long session.

If you can stand this, *F-Zero* is exhilarating handheld fun that requires concentration and split-second reactions. And multi-player mode is a top laugh.

One cart allows up to four people to enjoy a single race, but you'll each need four games to get the full head-to-head experience.

F-Zero is one of the best GBA launch games about.

'Nuff said.

Softography

These guys have also made...

Super Mario 64	95%
Mario Kart 64	93%
Super Smash Brothers	91%
F Zero X	91%
Lylat Wars	78%
Zelda: Majora's Mask	96%

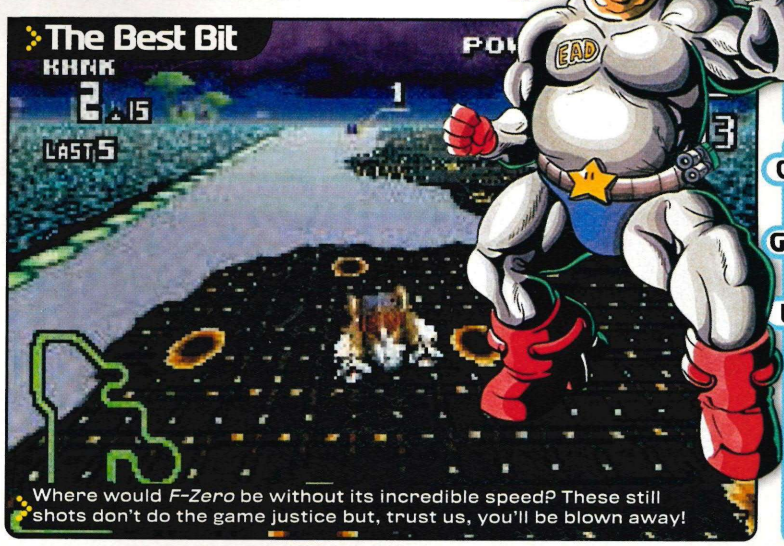
Car Wars!

The right vehicle is the key to success at *F-Zero*. Should you go for speed and neglect control, or choose a slow and steady beast?

All the cars look cool, but they don't half have silly names. This one's called Crazy Horse. Don't feed it sugar cubes.

The futuristic vehicles are nicely animated, too. Taking a corner causes your tail fins to twist and turn nicely. Cool!

Keep an eye on your Power gauge. Touch the sides of the track or other cars and you'll lose energy. Too much and it's boom time!



The Best Bit

Where would *F-Zero* be without its incredible speed? These still shots don't do the game justice but, trust us, you'll be blown away!

Judgement

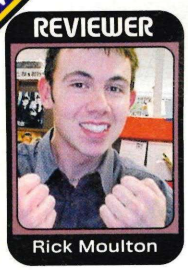
GRAPHICS Not amazing, but speedy. Impressive parallax scrolling and nicely animated cars.

GAMEPLAY Sweaty-palmed, intense action with the one-more-go factor, missing from many games.

LIFESPAN Not exactly tons of tracks, but the replay value and multi-player make it last for yonks.

Fast and furious fun in the palm of your hands. Your fingers will ache but it's worth it for top-notch gaming.

Overall 91%



OUT: JUNE | FORMAT: GBA | PRICE: £30 | DEVELOPER: DIGITAL ECLIPSE | PUBLISHER: UBI SOFT | SPECIAL FEATURES: BATTERY BACK-UP | OTHER FORMATS: NONE | CALL: 0208 944 9000 | PLAYERS: 1-4

Ray Gun!

Betilla the Fairy will bestow Ray with new powers, like the ability to swing, climb and fly using only his hair. Beat that, Pantene Pro-V!

The famous helicopter hair flying ability in action. Tap A quickly after jumping and you'll take to the sky for a limited time.

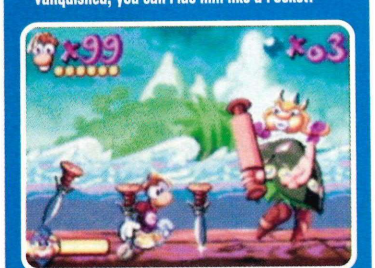
The R shoulder button has many different uses. Later in the game, you'll be able to press it to make Ray run really fast.

Rayman uses surroundings to his advantage. Knock down one of these berries and use it as a surfboard!

Who's The Boss?

Rayman Advance includes some very clever, but also exceedingly tricky boss battles. The only way to beat these beasties is to employ a combination of brain-straining, an itchy trigger finger and oodles of patience. Let rip!

▲ The first boss, the mosquito, is a doddle. Once vanquished, you can ride him like a rocket!



▲ Kitchen utensils are the weapon of choice for this pig-tailed nasty. Keep on your toes, Ray!

Ray returns to his 2D roots in a game that makes his PlayStation outings look positively shabby.

Rayman Advance

▲ The big boss man himself, Mr Dark. We won't spoil the surprise, but he's definitely got one up his sleeve.

▲ Rayman's range of comedy expressions is incredible. He may not have limbs but he's a real rib-tickler.

Clever, French, tricky, and French – just four words to describe *Rayman*'s various videogame incarnations that date back to the Atari Jaguar.

This Advanced outing sees a return to *Rayman*'s side-scrolling platform roots – and you *must* see it.

LOOKING GOOD

Ray is the biggest sprite we've ever seen on a handheld. Then there are the lush backgrounds crammed with quirky animation, and a charismatic cast in *Rayman*'s world of jungles, castles and caves. It looks as good as, if not better than, the PS version.

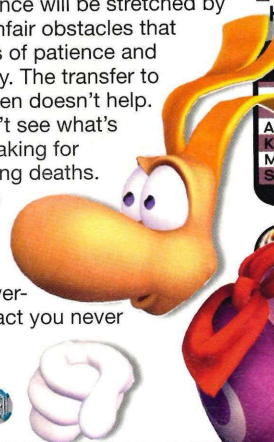
For *Ray* fans it's familiar stuff. But for those unfamiliar with the limbless man, it's a joy to play – if a little odd.

Ray is tasked with rescuing his buddies from the clutches of the evil Mr Dark across some of the most imaginative levels ever. Each stage presents a fresh, fun challenge: be it knocking berries onto enemies' heads so you can walk across them, or befriending a beaten boss so you can fly on his back in the next level.

TRICKINESS

But *Rayman* is famous for one other thing: insane difficulty. This version is not quite as bad as its predecessors, but your patience will be stretched by infuriatingly unfair obstacles that require oodles of patience and finger dexterity. The transfer to the small screen doesn't help. You often can't see what's below you, making for many frustrating deaths.

But there's enough incentive to play, with a wealth of power-ups and the fact you never know what's going to be thrown at you next.

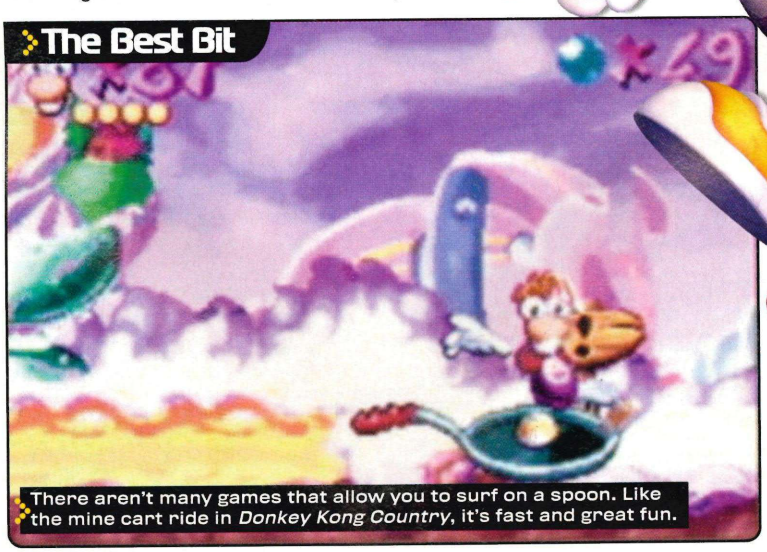


Softography

these guys have also made...

Disney's Dinosaur	47%
Disney's Alice in Wonderland	76%
Army Men GBC	46%
Knockout Kings	67%
Marble Madness	53%
Scooby Doo Classic Creepy Capers	85%

The Best Bit



There aren't many games that allow you to surf on a spoon. Like the mine cart ride in *Donkey Kong Country*, it's fast and great fun.

Judgement

GRAPHICS Gorgeous backgrounds, animation and sprites – an amazing cartoon-like experience.

GAMEPLAY Clever levels will make you grin from ear to ear, but the difficulty will make you weep.

LIFESPAN A massive quest that, coupled with the trickiness, will last a long time yet.

One of the most impressive GBA games so far, and a fine platformer to boot. If only it was a little more user-friendly.

Overall 86%

OUT: NOW | FORMAT: GBA | PRICE: £30 | DEVELOPER: ARTOON | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01895 456 700 | PLAYERS: 1

What do you get if you cross *Pinocchio* with *A Bug's Life*? Big-nosed insects!

Pinobee

Bee Good!

Pinobee isn't your average insect. His inventor had the top idea of fitting a rocket pack to his back, but fly too high and poor Pino's head will swell up like a balloon.

Dashing is better known as Pino's method of flight. You start with the power to do only one at first...

... But you later learn how to pull off two or more in a sequence. Very useful for negotiating difficult spaces.

REVIEWER: Rick Moulton

***Pinobee* reminds us of *Sonic the Hedgehog*, as it was programmed by some of the mammal's old team.**

But it's a shame that this platformer (loosely based on *Pinocchio*) doesn't live up to the hedgehog's pedigree. It's not bad, just nothing special.

The graphics are lovely and the backgrounds are packed with parallax scrolling (where layers of scenery move at different speeds). Pinobee, a rocket-powered robot insect, is a clever, original character, but he's not as charismatic or controllable as Sonic.

The levels will be familiar to Sonic fans, with pinball bumpers and springs. Sadly, though, it's woefully short, and the bleepy, GBC-style music will drive you mad.

Sonic Whom?

▲ *Pinobee* features a few *Sonic*-style moments, like using these fans to get across ledges. But, sadly, they're few and far between.

Judgement

GRAPHICS Gorgeous 2D sprites that look like 3D, and pretty backgrounds. Mightily impressive.

GAMEPLAY Starts off fun but soon grows tiresome and samey. One for very young gamers.

LIFESPAN Infinite continues allow you to lick the game in an hour, but there's plenty of replay value.

Looks impressive, but behind the stunning visuals lies an odd and pretty boring platformer. Go for *Mario* or *Rayman* instead.

Overall 65%

OUT: NOW | PRICE: £30 | PLAYERS: 1-4 | DEVELOPER: KEMCO | PUBLISHER: KEMCO

Another videogame of the board variety.

Tweety and The Magic Gems

Tweety is turning to stone (don't ask) so you have to travel the globe looking for gems to cure him.

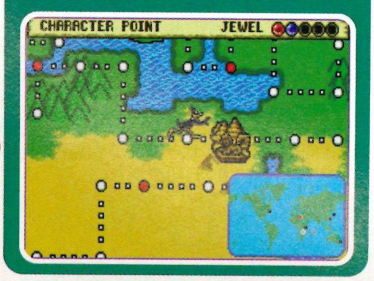
This is kind of like the disappointing *Sonic Shuffle* with its board game layout interspersed with button bashing minigames.

This format looks more at home on GBA, but it retains the same fault: it's dull. The best thing to do is play the minigames, but they're so simple that you'll soon be bored.

REVIEWER: Dave Harrison

Turn, Turn, Turn!

The game revolves around this map. Pick a card to see how many moves you get, then potter around looking for gems. Exciting? We wish.



Judgement

GRAPHICS Not bad. Everything looks very cartoony and all the characters are well animated.

GAMEPLAY Comes to life with the minigames, but they don't make up for the rest of the baggage.

LIFESPAN Saved from the 10-minutes-tops trap through its multi-player capabilities.

Not great. There's too much board game here, with the emphasis being on the board... If you spell it 'bored' that is.

Overall 52%

OUT: JUNE | PRICE: £30 | PLAYERS: 1-4 | DEVELOPER: VISION WORKS | PUBLISHER: KEMCO

It's nothing to do with *Gran Turismo*. It is, in fact, a terribly average racer.

GT Championship

Right, the thing to remember here is not to confuse this with the THQ-published *GT Advance*. For, while *GT Advance* is actually pretty good, *GT Championship* is disappointing.

Visually, it doesn't really look like a significant improvement on GBC racers, and you all-too-often feel as if you're just racing between a pair of lines, not down a track. The handling's a bit ropey – you actually seem to speed up when going round corners and, instead of turning, you just seem to glide from side to side – as is the collision detection.

Each course feels as if it goes on forever – a good thing, you'd imagine. But the tracks are really bland and you soon become bored of it. The main saving grace of the game is that you can link up with as many as four players. But, that novelty aside, this shouldn't be on your list of must-have GBA launch titles.

▲ As soon as you're overtaken by another car it'll shoot off over the horizon, seemingly never to be seen again. It doesn't really compel you to keep playing.

Judgement

GRAPHICS Passable, but looks more like a GBC game. Not what we've come to expect from GBA.

GAMEPLAY Standard racer offering nothing new and has little flair. Let down by strange handling.

LIFESPAN You'll probably tire of the game before you actually get round to completing it. Dull.

If looking for a spot of racing fun from yer GBA launch titles, you're best off sticking to *F-Zero* or the superior *GT Advance*.

Overall 60%

REVIEWER: Oliver Hurley

OUT: JUL FORMAT: PS2 PRICE: £45 DEVELOPER: WARNER BROS INTERACTIVE PUBLISHER: INFOGRAMES

REVIEWER: Rick Moulton

Collect tokens then spend them on one of your vehicle's three special moves. The weapons available to buy appear on the left.

Wacky Races

Whatever next? A shoot-'em-up version of *Stop the Pigeon?*

When *Wacky Races* began on TV, videogames were still in their *Pong* phase. But now Dick Dastardly and co finally have their own game, does anybody care?

Not that *Wacky Races* the videogame is bad – it's a fine racer with plenty of tracks, a Story mode and two-player frolics galore.

Trouble is, for us old fogies who are old enough to remember *Wacky Races* with the same fondness as *Dangermouse*, the game is kids' stuff. And the joke's likely to be lost on readers young enough to be wowed by the game's simple thrills and spills.

Nevertheless, it's impressive initially. The vehicles are huge, especially the Creepy Coupe which is essentially a castle on wheels - complete with fire-breathing dragon

There are two main modes: Quick Race and the full-on Story option.

The latter reminds us of *Crash Team Racing*, in that you drive around a central hub world earning enough points to unlock new courses.

But the gameplay is really demanding. To unlock tracks you need to come in first place each and every time. Trouble is, there's absolutely no margin for error here – and the rival cars are incredibly, erm, dastardly, with weapons that will automatically take you out if you're in first place.

The result is that *Wacky Races* is often frustratingly difficult, but fans will relish the chance to push Penelope Pitstop off a cliff.

▲ Fight over these pink coins with your fellow racers, but take a hit and you'll lose them.

Judgement

GRAPHICS Moves fast and smoothly with *Jet Set Radio*-style black outlines, but it's very jaggy.

GAMEPLAY It may look like a simple kids' game but it's a tough, mature racer underneath.

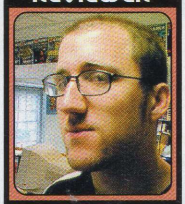
LIFESPAN You'll get value from the 20 tracks, Time Trials, Story mode and two-player options.

A worthy game based on the classic cartoon. While there are a few frustrating faults, PS2 manages to pull it off in style.

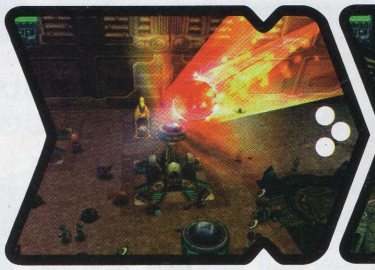
Overall 78%

PC

REVIEWER



Kieron Gillen



OUT: NOW FORMAT: PC PRICE: £35 DEVELOPER: MUCKY FOOT PUBLISHER: EIDOS

Only losers **explore space.** Exploiting **explorers** is the **smart thing** to do.

Startopia

GAMING MASTERPIECE

The trouble with space is it's big. It's very big. In fact, it goes on forever.

And the problem with places that are big is that it's difficult to find somewhere to buy a Kit-Kat and Ginster's pasty when you're feeling a little bit peckish. It'll be more than a five year mission for Captain Kirk to go and pick up a bottle of Lucozade and a copy of *The Sun* from the local paper shop.

Which is where *Startopia* comes in. Essentially, it's about bringing the joys of advanced capitalism to the unexplored frontier. If you're feeling lazy, just think of this as a sort of *Space Theme Park World*, especially as most of the developers, Mucky Foot, originated in the vaults of Bullfrog, the original masters of the genre.

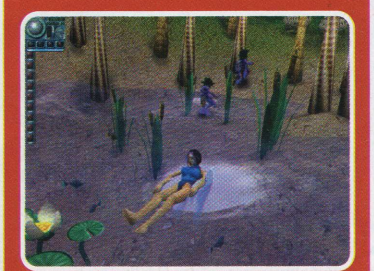
SLEEPY

But if you do think of this as *Theme Park* in space, make sure you're thinking of the right version. This isn't

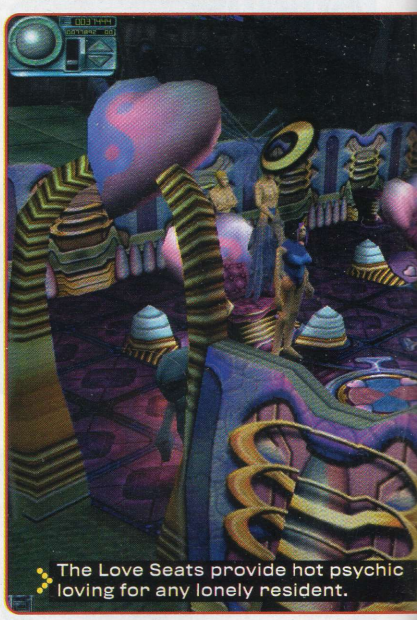
Softography
These guys have also made...
Urban Chaos.....83%

Ground Force!

While the three decks of your garden each have a specific purpose, it's the top that most impresses. Here in the Bio Deck, create leafy, green worlds for residents to play in, or cultivate it for increased wealth. The landscape is mouldable, with a few clicks creating changes that'd shame the gods in *Black & White*.



▲ There's nothing better than a swim in a carefully gardened bio deck for relaxation.



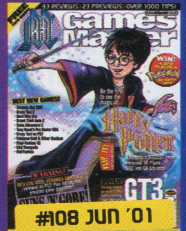
The Love Seats provide hot psychic loving for any lonely resident.

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at-a-glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors, and retrieve the lot for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

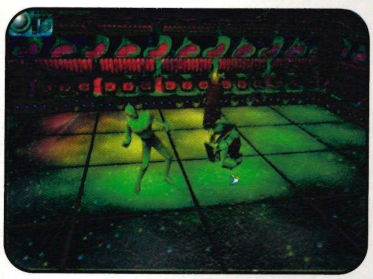
PITS THE ONES THAT SHOULD BE SHOT UNDER 50%



RESI CODE:VERONICA COMPLETE	(PS2)	92%
FORMULA ONE 2001	(PS2)	91%
ALONE IN THE DARK: NEW NIGHTMARE	(DC)	90%
FORMULA ONE 2001	(PS)	88%
CRAZY TAXI	(PS2)	86%
TRIBES 2	(PC)	85%
RING OF RED	(PS2)	84%
FUR FIGHTERS: VIGGO'S REVENGE	(PS2)	83%
MAT HOFFMAN'S PRO BMX	(GBC)	82%
MTV MUSIC GENERATOR 2	(PS2)	81%
DESPERADOS	(PC)	76%

STUPID INVADERS	(DC)	74%
18 WHEELER	(DC)	73%
RUMBLE RACING	(PS2)	73%
INDIANA JONES & THE INFERNAL MACHINE	(N64)	71%
DAVE MIRRA'S FREESTYLE BMX	(PS)	70%
CONFIDENTIAL MISSION	(DC)	68%
GAUNTLET DARK LEGACY	(PS2)	63%
JUNGLE BOOK: GROOVE PARTY	(PS2)	55%
AIDYN CHRONICLES: FIRST MAGE	(N64)	48%
UEFA CHALLENGE	(PS2)	42%
ARMY MEN: GREEN ROGUE	(PS2)	21%

SPECIAL FEATURES: ONLINE
OTHER FORMATS: NONE
CALL: 0208 636 3000
PLAYERS: 1-8



▲ The *Startopia* dancers pose desperately in an attempt to attract the attention of the nightclub's photographer. Or maybe not.

▲ Sophisticated AI maps the behaviour of the alien races in *Startopia*, while socialisation with other sorts alters personalities. Different strokes, and all that.

a lazy game the way the recent *Theme Park* games have been. This resembles the original mad-rush of ideas that personified the original *Theme Park*. While playing *Startopia* it's easy to get wrapped up in the amusing and provoking aspects.

Basically, success rests upon you managing your three-tiered doughnut-shaped station, and making sure all the requirements of the various alien races are present and correct, while trying to get as much folding-currency from them as possible. Ultimately, it sucks you in like a black hole. Irresistible.

... It's about bringing the joys of advanced capitalism to the unexplored frontier...

Judgement

GRAPHICS One of the most genuinely pretty games the PC has seen. Dynamic and sexy game engine.

GAMEPLAY Merges the best of modern management games with new space-angled aspects.

LIFESPAN Ten missions is a bit mean, but the map generator gives almost unlimited game options.

Navigate your ship towards this space station at the highest light speed you can manage. And don't forget your wallet!

Overall 90%

If that's not enough to make your eyes bleed, it's...

Reviews Round-up

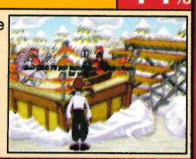
GROUCH 39%

Evil ogres kidnap your girlfriend and – snore – it's up to you to rescue her. It's like a cute version of *Severance*, but impossibly hard and frustrating.

FORMAT: PC BY: DINAMIC MULTIMEDIA PRICE: £30

GILBERT GOODMATE 44%

Long-winded adventure paced by never-ending dialogue and rubbish attempts at humour. If you buy a game by this name you deserve everything you get.



FORMAT: PC BY: FAST TRAK PRICE: £30

CRISIS BEAT 47%

Old skool-style roaming beat-'em-up with cruddy graphics and endless baddies that can be seen off with three button taps. Shockingly repetitive.

FORMAT: PS BY: VIRGIN PRICE: £10

STREET FIGHTER EX2 PLUS 65%

For those keeping track, this is one of the 3D versions of *Street Fighter*, as opposed to the pure 2D strand. In other words, a poor man's *Tekken*.

FORMAT: PS BY: VIRGIN PRICE: £10

TOSHINDEN 4 32%

Very ropey 3D fighter that looks like it's from 1995. Even this bargain price doesn't justify a purchase. You'll quickly wish you were playing something else instead.

FORMAT: PS BY: VIRGIN PRICE: £10

CAESAR'S PALACE 2000 14%

"The largest assortment of heart-pounding 3D gambling games under one roof!" reads the bumf. It should say, "The dullest and most pointless game ever."

FORMAT: PS BY: VIRGIN PRICE: £10

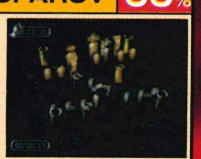
SILENT BOMBER 73%

Unsophisticated but fun action romp where you run around planting bombs under an array of enemies. Fast 'n' frantic, and well worth a look for 10 squid.

FORMAT: PS BY: VIRGIN PRICE: £10

VIRTUAL KASPAROV 65%

Its shoddy looks do a good job of disguising what is, in fact, one of the best chess games you can buy. Even includes an interview with the man himself.



FORMAT: PS BY: TITUS PRICE: £30

MR DRILLER 84%

A puzzling classic that almost rivals *Tetris*. Drill through endless layers of coloured blocks without being crushed or running out of air. Compulsive stuff.

FORMAT: PC BY: MIDAS PRICE: £10

ARMY MEN: OMEGA SOLDIER 45%

Yes, *another Army Men* game. It's reminiscent of classic vertical scrolling shooters but with the usual *Army Men* twist: it's a bit crap. Best avoided.

FORMAT: PS BY: 3DO PRICE: £20

ARMY MEN: LOCK 'N' LOAD 31%

Um, yes, an *Army Men* game *again*, this one slightly worse than *Omega Soldier*. Terrible gameplay with glitchy graphics make this one to give a wide berth to.

FORMAT: PS BY: 3DO PRICE: £20

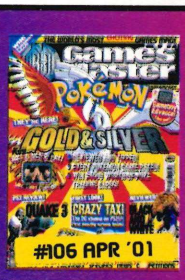
THAMES RACER 62%

As the title suggests, a boat-based racer that allows you to charge down that most glamourous stretch of water, the Thames. Slow and uninspiring.

FORMAT: PC BY: DAVILEX PRICE: £20

SERIOUS SAM	(PC)	91%
CONKER'S BAD FUR DAY	(N64)	90%
DAYTONA USA 2001	(DC)	90%
BALDUR'S GATE 2	(PC)	89%
FALLOUT TACTICS: BROTHERHOOD OF STEEL	(PC)	87%
MDK2 ARMAGEDDON	(PS2)	87%
STAR WARS: STARFIGHTER	(DC)	87%
OPERATION WINBACK	(PS2)	82%
TOY STORY RACER	(PS)	80%
CLIVE BARKER'S UNDYING	(PC)	76%
KENGO	(PS2)	76%

ROGUE SPEAR: RAINBOW SIX	(DC)	73%
PIPE MANIA 3D	(PS)	67%
ESPN NBA 2NIGHT	(PS2)	62%
4X4 EVOLUTION	(PS2)	61%
ESPN HOCKEY NIGHT	(PS2)	60%
THE SIMS: HOUSE PARTY	(PC)	60%
SILPHEED	(PS2)	57%
ICEWIND DALE: HEART OF WINTER	(PC)	55%
ROBOT WARLORDS	(PS2)	44%
PANZER FRONT	(PS)	43%
THE SIMPSONS WRESTLING	(PS)	43%



SKIES OF ARCADIA	(DC)	95%
BLACK & WHITE	(PC)	92%
HOSTILE WATERS	(PC)	92%
POKÉMON GOLD & SILVER	(GBC)	92%
MARIO TENNIS	(GBC)	90%
ONIMUSHA: WARLORDS	(PS2)	90%
QUAKE 3: REVOLUTION	(PS2)	90%
ZONE OF THE ENDERS	(PS2)	87%
FEAR EFFECT2: RETRO HELIX	(PS)	85%
STAR WARS: BATTLE FOR NABOO	(N64)	79%
NBA HOOPZ	(PS2)	78%

SKY ODYSSEY	(PS2)	78%
SURF ROCKET RACERS	(DC)	78%
TIME CRISIS: PROJECT TITAN	(PS)	78%
FIGHTING VIPERS 2	(DC)	76%
GUN GRIFFON BLAZE	(PS2)	72%
G-12 FINAL RESISTANCE	(PS)	69%
RUGRATS IN PARIS	(N64)	68%
F1 RACING CHAMPIONSHIP	(PS2)	52%
EVERGRACE	(PS2)	50%
SONIC SHUFFLE	(DC)	50%
GIANT KILLERS	(DC)	40%

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TIAL READING

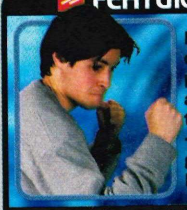
Forget all the dull stuff you're forced to read and subscribe to GamesMaster! We guarantee it'll be more exciting than a geography text book or your money back!

BRING THE TOYZ!!

In this **complicated world** it is often the simplest things that bring **a smile to our faces.** Check out our round-up of the **smartest toys** and games!

TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN

» FEATURES EDITOR



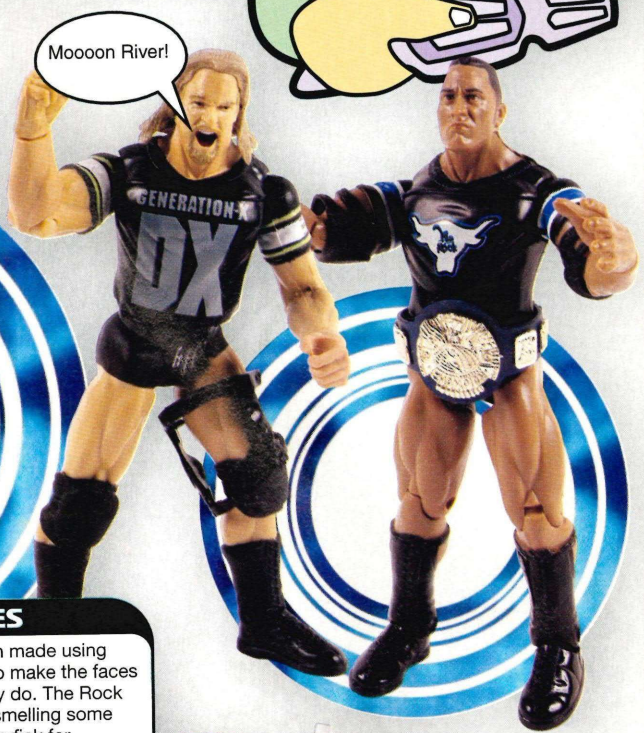
Mama said knock you out! Better watch out pop kids 'cos the toyz are back in town and they're packing a punch – Wolverine, WWF grappler and a Kung Fu Pink Panther. Tasty!

Dave Harrison

MINI RACER

Small ball? Wrong. It's a tiny interactive racing game. All the fun and excitement of *Gran Turismo* (not really) in the palm of your hand. The big silver thing on the top is the accelerator and you steer your pixellated vehicle with the black ring.

PRICE: £7.99
AVAILABLE: Radica
CONTACT: 01992 503 133



WWF FIGURES

These figures have been made using Real Scan technology to make the faces look really real. And they do. The Rock actually looks like he's smelling some cooking. Also, they're perfick for scrappin' in the Real Sounds Arena.

PRICE: £9.99 each
AVAILABLE: Kidz Biz
CONTACT: 0208 393 3334

PINK PANTHER

He's a gentleman, a scholar, he's an acrobat! It's the rinky-dink Panther! And you can get him free if you purchase some of Colonel Sander's spiced poultry. With the meal you also get an Ambrosia Splat pudding, which is also fowl – ha ha!

PRICE: Free With a Colonel Kid's Meal
AVAILABLE: KFC
CONTACT: Your Local Branch

D-3 DIGIVICE

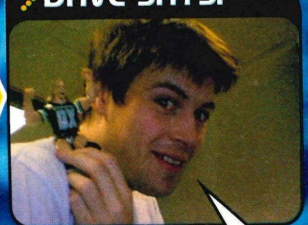
Digimon: love 'em or hate 'em, there's no denying that they're knocking about. This Tamagotchi-ish 'vice is updated, so not only does it include two built-in games, it also has the capability to hook up to a friend's 'vice to do battle.

PRICE: £14.99
AVAILABLE: Bandai
CONTACT: 01489 790 944

TOY DIVISION!

Let hear it for the toy! When things aren't going too well and you feel a bit down, there's nothing like the sight of an old TV favourite in a figurine form. So imagine our delight when we got our mitts on the feline form of the truly original Pink Panther. It's as plain as your nose! Ollie was so excited that he nearly choked on his Kid's Meal. What a tool.

DAVE SAYS:

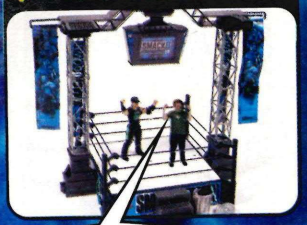


A wrestler on this shoulder to go with the chip on the other. Great!

NIK SAYS:

A racing ring! That'll go lovely with my RPG shoes.

TOM SAYS:



Fear me. FEAR ME! Feel my wrath. Go on!

RIK THE TOYZ!

TOYZ IN THE HOOD

REAL SOUND ARENA

More WWF madness from KidzBiz, *and* it's fun to build – you really feel you've achieved something when you fix on all those stickers. Comes complete with loads of sound effects as you batter your small man around the ring.

PRICE: £49.99
AVAILABLE: KidzBiz
CONTACT: 0208 393 3334

WOLVERINE CYCLE

Forget the leather slacks worn by Wolverine in the *X-Men* film; sickly orange is the way to go. And would you look at those boots! The helmet comes off and the bike fires things from its exhaust headlight. It's got everything!

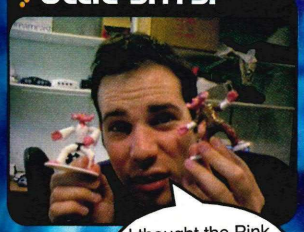
PRICE: £7.99
AVAILABLE: Vivid Imaginations
CONTACT: 01702 200 660

D-TERMINAL

Much like the Pokédex, but for Digimon. All you'll need to know about all 351 'Mon is stored in this sleek grey thing. All you have to do is enter the character's name and up pops the data. Easy as pie. Also, you can plug your Digivices into it.

PRICE: £19.99
AVAILABLE: KidzBiz
CONTACT: 0208 393 3334

OLLIE SAYS:



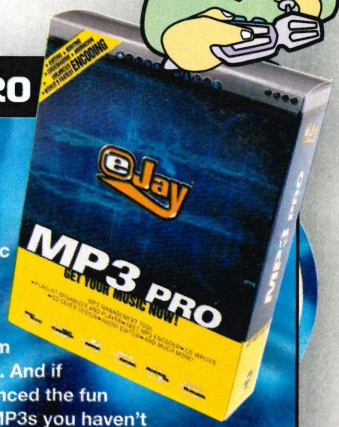
I thought the Pink Panthers were a militant gay movement.

PAUL SAYS:

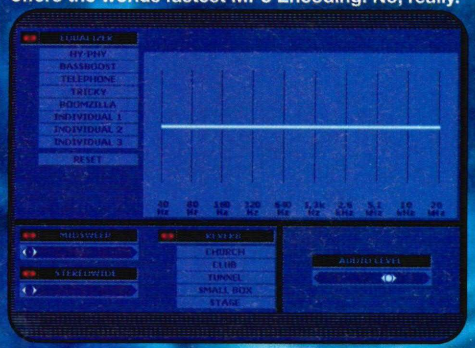
... Not on the first date.

MP3 PRO

From: Ejay
Contact: www.ejay.com
Price: £19.99



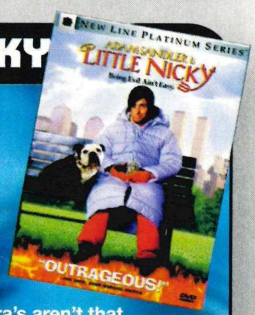
Ejay's musical magic is always fun. This package isn't essential but helps you to get more from your MP3 collection. And if you haven't experienced the fun you can have with MP3s you haven't lived. What the MP3 Pro does is help you organise all your files with touches like putting fades in between songs to give you continuous play. Then, with its graphic equalizer, you can add your own definition to your downloads. On top of that it offers the worlds fastest MP3 Encoding. No, really.



▲ The wonderful world of fairly free music can be manipulated with this sexy blue tinted world of menus and graphic equalizing.

LITTLE NICKY

From: New Line
Cert: 12
Price: £17.99



Adam Sandler: comedy genuis or infantile gooner? It's a tricky one, but a lot of people like him and think he's funny. Nice one. The film is daft but the DVD extra's aren't that shabby. There's a behind-the-scenes featurette, which is nice as you get to see Sandelr speak in his normal voice. The best bits – as with many extras – are the commentaries. You get the expected start with director mutterings, but you also get some of the bit-part actors (including Ozzy Osbourne) chipping in as well. And to complete it all you get a rocktacular Satan's Top 40 musical bonus.

◀ Patricia Arquette in her finest big screen outing.

▼ At least Harvey kept his clothing on for this film.

HARD LOAD

Feeling **dull and listless?** Well come, spread your arms and **get yourself a third party hug.** There's **nothing** that can a **bring a smile to your face** and put a **spring in your stride** like a **bundle of wires and plastic.** Cosy!

PERIPHERALS ON TRIAL...PERIPHERALS ON TRIAL...PERIPHERALS ON TRIAL...PERIPHERALS ON TRIAL...

HEAD TO HEAD

THRUSTMASTER SCREEN

Nice package all right. Sharp screen, pleasing set of buttons, and speakers that rattle and hum. Doesn't come with an in-car adaptor like the Wild Thing's screen, but you should really be concentrating on the road rather than playing *Tony Hawk's*.

FROM: THRUSTMASTER
CONTACT: 0208 686 5600
PRICE: £129

83%

WILD THINGS SCREEN

The screen has pleasant useable quality, and the sound – if a bit tinny – is all right as well. Also, Wild Things have released other accessories, such as headphones, carrying sack and battery pack. Trouble is, it needs its own power supply, which makes for many cables.

FROM: WILD THINGS
CONTACT: 02920 755 744
PRICE: £109

77%

VERDICT:

Buying either screen is a bit of a gamble as Sony will be bringing out their own official one, which we expect to be betterer. At a push we'd go for the Thrustmaster as it's got a slightly bigger screen.

XTREME

Warning: this is not a game, all right? No gaming here. No way. What it is, is one of those handy cheat cartridges that will add extra vim to your old GBC. The great thing about it is that you can update your cart with new codes from the internet, so you'll only ever need to get one cart.

FROM: ACTION REPLAY
CONTACT: 0845 6010015
PRICE: £19.99

76%

GB ACCESSORY CASE

This is no normal bundle of GBC chuff. It's carefully angled at the gamer who's stuck in the back seat of a car. Rather than looking for funny number plates play your Game Boy! It's the usual collection of wires but it has a power source that can fit into the cigarette lighter. Amazing!

FROM: BIG BEN
CONTACT: 01992 707 400
PRICE: £19.99

65%

CHEAT MASTERS

Blaze have always come up trumps with their cheating wares; no console has been neglected. But here all we get is a marketing idea for how to sell more PS cheat discs. The discs have been split up into genres, so if you're into driving games you should buy the Racer, and if you like beat-'em-ups buy the Fighting one. Cute, nice price, but a bit smelly.

FROM: BLAZE
CONTACT: 01302 325 225
PRICE: £5.99

63%

N64 EXPANSION PAK

Logic 3 has never given up on N64. Here's a N64 expansion pack, which is essential for games like *Perfect Dark* and *Donkey Kong*. Sadly it's the same price as the official one. Shame. Watch out for Logic 3's new range of Saturn pads!

FROM: LOGIC 3
CONTACT: 020 8902 2211
PRICE: £19.99

74%

TRIDENT PAD

Look, a third party N64 pad! Bet you thought you'd never see one of those again. There probably won't be too much demand for these now, which is just too bad as this is quite good. The general buttonage isn't that sexy, but the analogue stick is a celebration of everything good in the world. Thank heaven for the good souls.

FROM: LOGIC 3
CONTACT: 0208 902 2211
PRICE: £9.99

86%

MEMORY CARD

More Digimon branding! Has it displaced Pokémon in your heart yet? Nah, didn't stink so. I'm sure we've all had our fingers burned with third party memory cards, so approach with extreme caution and never turn your back on it.

FROM: JOYTECH
CONTACT: 01525 244 210
PRICE: £6.99

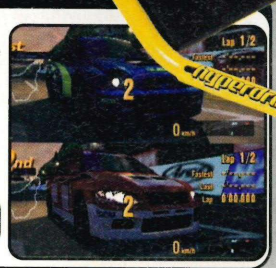
56%

HYPERDRIVE

Now you might think this is just a few pipes with a bucket seat... and you'd be right! There have been a few of these driving seats before and, to be fair, this is the best, as it's specifically designed for and comes with the Saitek RX400 – one mighty fine wheel. Good, but definitely not an essential purchase.

FROM: HYPERDRIVE
CONTACT: 01525 244200
PRICE: £150

70%



ON TEST

GAME BOY ADVANCE

WIN!

GAME BOY ADVANCE & GBA GOODIES

Welcome to GM's huge GBA give away! Thanks to our mates at Mad Catz, three lucky readers can win a Game Boy Advance and a load of Mad Catz accessories. Just fill in the entry form opposite, slap it in an envelope, get it to us by 9 July and this lot could be yours!

Game Boy Advance
The best handheld console ever!
Tweety and the Magic Gems
Help the Looney Tunes gang save Tweety.
GT Championship
One of the fastest handheld racers ever!
Roll Cage
Clip on metal bars to protect your screen.
Docking Station
Another word for a fancy battery recharger.
Travel Bag
A cool case for your GBA!
Light Magnifier
Illuminates your GBA screen.
Car Adaptor
Play *Mario* on long, boring car journeys!

YOU'RE A MAD CATZ WINNER

Question:
Which game has its own special edition Game Boy that can only be bought in Japan?

a) *Pokémon*
b) *Tomb Raider*
c) *Mario*

OVER £1000 WORTH OF PRIZES TO BE WON!!!

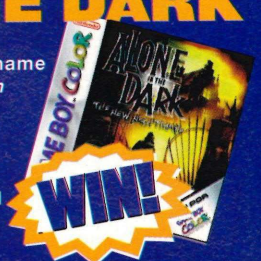
GAME BOY COLOR

ALONE IN THE DARK

Question: what's the name of the hero in *Alone in the Dark?*

a) Edward Heath
b) Edward Carnby
c) Edward Woodward

Five copies to be won.



PS2

EXTERM-INATION

Question: where is *Extermination* set?

a) Norway
b) Alaska
c) Antarctica

Five copies to be won.

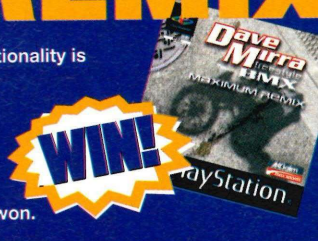
PlayStation

DAVE MIRRA REMIX

Question: what nationality is Dave Mirra?

a) American
b) German
c) British

Five copies to be won.



ENTRY FORM:

Know the answers? Then tick the boxes by the correct answers and send it to us. ...Fill it h

My name is: _____

My address is: _____

_____

_____

Game Boy Advance and accessories: A) *Pokémon*? ☐
B) *Tomb Raider*? ☐
C) *Mario*? ☐

GBC – *Alone in the Dark*: A) Edward Heath? ☐
B) Edward Camby? ☐
C) Edward Woodward? ☐

PS2 – *Extermination*: A) Norway? ☐
B) Alaska? ☐
C) Antarctica? ☐

PSone – Dave Mirra: A) American? ☐
B) German? ☐
C) British? ☐

PC – *Operation Flashpoint*: A) NATO? ☐
B) UN? ☐
C) RAF? ☐

DC – *Skies of Arcadia*: A) The Toilet? ☐
B) The Sea? ☐
C) The Sky? ☐

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GBA Giveaway, GamesMaster, Future Publishin
30 Monmouth Street, Bath, BA1 2B

Compo Rules:
Employees of Future Publishing and their families are not permitted to enter this competition.
There is no cash alternative to the prizes.
All the winners will be notified in writing within 28 days of the closing date.
The judges' decisions are final, and absolutely no correspondence will be entered into. The closing date for entries is 9 July.

ISSUE 105 WINNERS! FOILED AGAIN

Winners: Adam Halling. Runners Up: Michael Ladley, Chris Genery, D Balmforth, Brett Metcalfe, T Yeoman, Emmeline Owen, Ben Pearson, Mark Godiff, Matthew Tolley, Jack Latham, Nicole Owen, Terence Naylor, James Bennet, Aaron Roberts, Jamie Fletcher, Adam Ford, Harry Coelho, Jamie Wakeman, Jack Davies, Chris Scott, Joshua Ding, Danyal Naseer, Lauren Hogarty, Jordan Midgley, Glen McCue, Keenan Hannah, George Mckechnie, Harry Timms, Joseph Taylor, Matthew Edwards, Daniel Tanton, Matthew Grove, Alex Hughes, Jamie Russell, William Murphy, Jack Wassiliauskas, Robert Laedley, Scott Stage, Harry Rouse, Richard Phillips, Mark Hammil, Jamie Worthing, Frank Walker, Bennet, Scott Robson, Scott Spires, Robert Seymour, Tina Englefield, Lewis Buckham, David Buckrish, M Spiers, Gary Sloan, David Fryer, William Murphy, Arnold Toombs, Jack Peters, Chris Gray, Mark Hughes, Chris Lam, Bradley Clarke, Chris Gray, Alex Jemmet, Liam Wells, Jordan Nelson, Matthew Doyle, Liam Frank, A Vibert, Toby Webb, Lee Everett, Callum Webb, Kristopher Brown, Wayne Campbell, Bradley Jackson, Kyall Scott, D Mola, Sean Ridout, Fraser Webb, G Martin, Nicholas Trafford, Marvin Allman, Liam Stocks, Susan Fender, Mark Russell, Iain James Geddes, Joe Calver, John Fletcher, Perry Eckhardt, Stephen Rhodes, Luke Moorhouse, Jordan Hardy, Peter Deery, Mark Atherton, Jamie Walker, Conor Cowan, Adam Badat, Oliver Simpson, Lucy Simpson, Andrew White, Sean Robinson, Wayne Lang, Nathan Sweet, Richard Chapman, Lori Snow, Kayleigh Pearce, James Jones, Michael Aldridge, David Burk, Josh Taylor, Michael Dempsey, Joe Petch, D Frowde, Mark Howlings, Jack Ritchie, Jamie Hogerty, Ahmad El Toudmeri, Ann-Marie Ansell, Michael Sheedy, Jason Oxley, Kyle Fleming, Jonathan Abbas, Simon Hubbert, Danielle Emina, Chi-Bun Wong, Alexander Ingleby, Michael Roberts, Stuart Davidson, Andrew Kay, P Sit, Victoria Branton, James Winyard, Thomas Smith, Adam Vaughan, Fraser Mathisen, Jamie Batkins, Craig Martis, Joshua Whatsize, Joshua Chidgey, Christopher Burns, Sam Clements, Jed Bird, Paul Ashworth, Liz Forbes, Thomas Green, Alexander Stothard, Michael Mackay, James Bell, Robert Paskell, Alex Law, Stuart Slater, James Ashforth, Ben Charlton, Stewart Dean, Robin Ward, James Ansell, James Phillips, Ashley Scroce, Mark Strachan, Nick Paine, S Mountford, Joseph Crowley, Jack Siebert, J Spencer, Liam Shackelton, Jonathan Hedges, Kim Wheeler, Rhys Lound, Nathan Gregory, Nawaf Hussain, Jordan Pratt, Matt Bolton, Stephanie Liston, Marcus Grace, Nathan Hedges, Thomas Shaw, Helen Street, Josh Byrne, George Miller, Jaimin Jethura, Adam Halling, Sam Renshaw, Kar Meng Lee, Carl Crawford, W Livingstone, Lee Hobkink, Scott Howard, Lewis Gilliver, Callum Wood, Vikki Birchmore, Sean Joynson, Daniel Crawford, Chris Gray, Kristopher Green, Danny Pearce, Heather Fraser, Jamie Richardson, Hon Leung, Robert Laine, Colin Clements, Matthew Madden, L Little, Ray Bentley.

OPERATION FLASHPOINT

Question: who do you work for in *Operation Flashpoint*?

a) NATO
b) UN
c) RAF

WIN!

Five copies to be won.

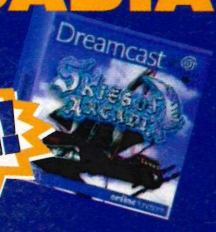
SKIES OF ARCADIA

Question: where do the ships sail in *Skies of Arcadia*?

a) The toilet
b) The sea
c) The sky

WIN!

Five copies to be won.



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Find out how Nintendo's killer console will destroy PS2 and XBox...

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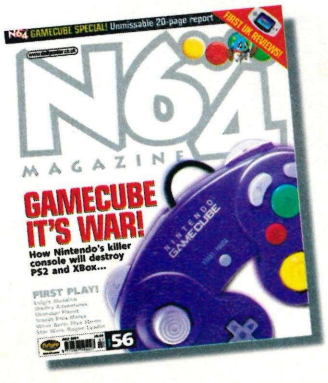
And many more!



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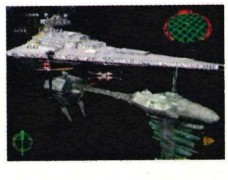

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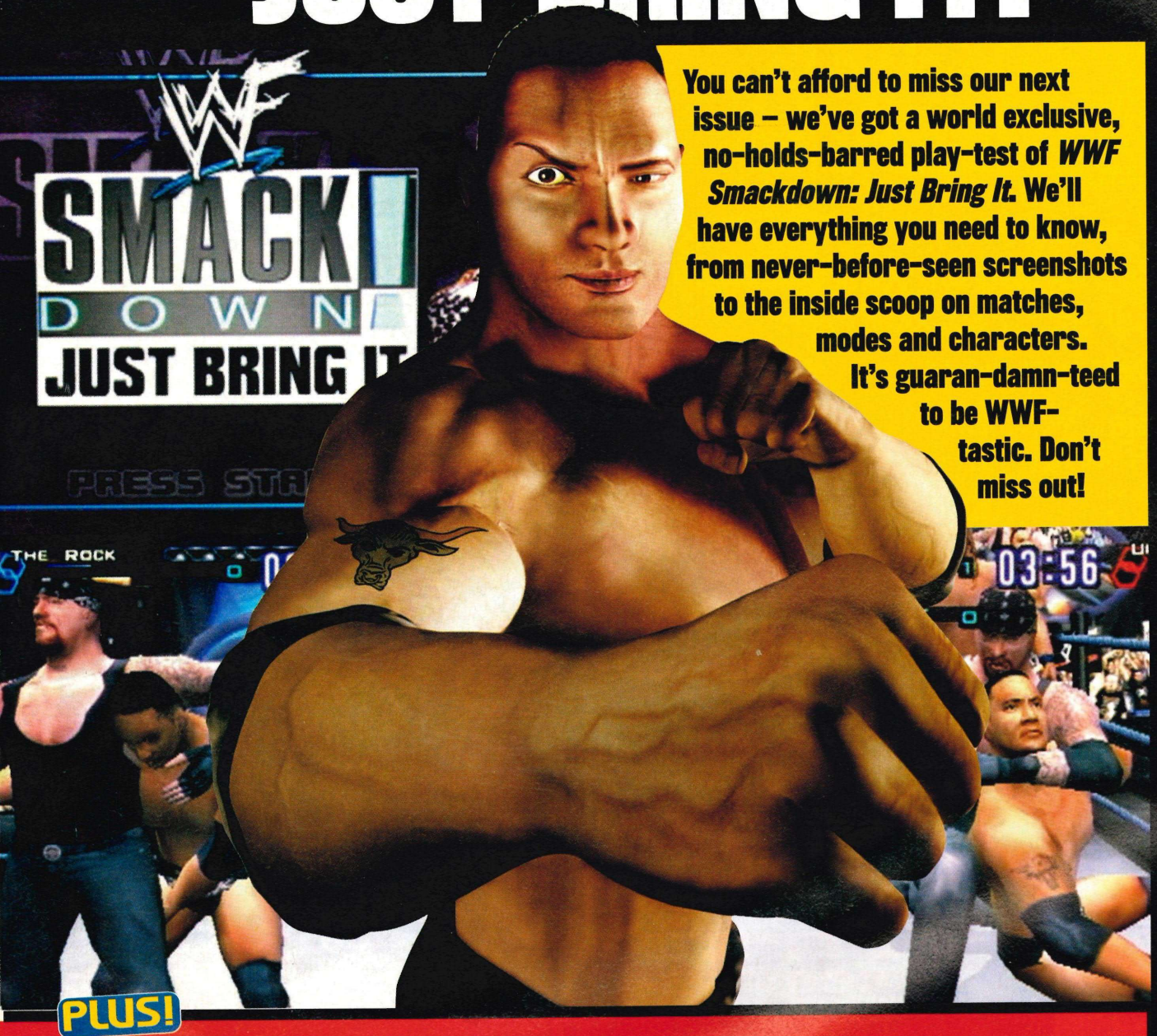

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D - 04
D
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E - 05
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F - 06
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FA Premier Man. 2000
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Fifth Element
Fighter's Impact
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F - 07
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H - 09
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KKND Krossfire
Knockout Kings 99
Knockout Kings 2000
Krazy Ivan
Kula World

L - 12
Le Mans 24 hrs
Legends of Legaiai
Lego Racers
LMA Manager
Loaded
Lone Soldier
Longest Journey

M - 13
Machine Hunter
Mario 64
Mario Golf
Mario Karts
Mario Party
Marvel Super Heroes
Marvel SH vs St. Fighter
Marvel vs Capcom 1 & 2
Max Power Racing
MDK 1 & 2
Medal of Honour 1 & 2
Medievil 1 & 2
Megaman X4
Men In Black
Metal Gear Solid
MGS Special Missions
Mickey's Racing Adv.
Mickey's Wild Adventure
Micro Machines
Micro Machines V3
Micro Maniacs
Midtown Madness
Mission Impossible
Monaco Grand Prix
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat Series
Motocross Madness
Mr Domino
MTV Snowboarding
MTV Sports Pure Ride
Multi-Racing Champ.

N - 14
NBA Live 96, 97, 98, 99
NBA Live 2000
Need For Speed 1 & 2
NFS 3: Hot Pursuit
NFS 4: Road Challenge
NFS: Porsche Unleashed
Nightmare Creatures
Ninja
No Fear Downhill MBK
Nuclear Strike

O - 15
ODT
Omikron
Overblood 1 & 2
Overboard

P - 16
Pac In Time
Pac Man World
Pandemonium 1 & 2
Parasite Eve 1 & 2
Perfect Dark
Phantasy Star Online
Pharoah
Pilot Wings
Pitfall
Pitfall 3D
Player Manager Series
Pocket Bomberman
Pocohontas
Point Blank 1 & 2
Pokemon
Pokemon Pinball
Pokemon Snap
Pokemon Stadium
Pokemon Yellow
Pong
Pool Shark
Populous: The Beginning
Porsche Challenge
Power Modeller
Power Move Pro Wrest.
Powerstone 1 & 2
Premier Manager 64
Premier Manager 98&99
Prince of Persia

Q - 17
Quake 2 & 3
Quake 64

R - 18
Rage Racer
Rainbow Six
Rampage: World Tour
Rapid Racer
Rascal
Ray Crisis
Rayman 1 & 2
RC Stunt Copter
Ready 2 Rumble
Reboot
Re-loaded
Resident Evil 1, 2 & 3
Resident Evil: Survivor
Resident Evil: Code. Ver.
Return Fire
Re-Volt
Ridge Racer Type 4
Rise of the Robots 2
Riven
Road Rash & 3D
Roadsters
Rock & Roll Racing 2
Rockman X3
Rogue Trip
Roll Cage
Roller Coaster Tycoon
Ronaldo V Football
R-Type Delta
Rugrats: Search 4 Reptar
Rugrats: Time Travellers

S - 19
Samba De Amigo
Sampras Extreme Tennis
Samurai Showdown 3
Sega Rally 2
Shadow Gunner
Shadowman
Shadows of the Empire
Shanghai Triple Threat
Shellshock
Shogun: Total War
Silent Bomber
Silent Hill
Silhouette Mirage
Silver
Sim City Series
Sims
SiN
Sled Storm
Small Soldiers
Smurfs
Snow Racer 98
Snowboard Kids
Soldier of Fortune
Sonic Adventure
Soul Blade
Soul Calibur
Soul Reaver: Leg of Kain
South Park
South Park Rally
Soviet Strike
Space Channel 5
Space Invaders
Spec Ops: Stealth Patrol
Spectra Core
Speed Devil
Speed Freaks
Spiderman
Spyro 1, 2 & 3
Star Fighter 3000
Star Fox/Lylat Wars
Star Gladiators
Star Ocean 2
Star Trek: Armada
Star Trek: Birth Of Fed.
Star Wars: Jedi Pow. Bat.
Star Wars: Phant. Men.
Star Wars: Racer
Star Wars: Rogue Squad.
StarCraft
Steel Reign
Street Fighter Series
Street Sk8er 1 & 2
Suikoden
Super Mario
Super Mario Bros. DX
Super Mario Land 1 & 2
Super Robot Spirits
Super Smash Brothers
Supercross 2000
Suzuki Alstare Ext Racing
Swat 3
Sword of the Berserk
Syndicate Wars
Syphon Filter 1 & 2

T - 20
Tachyon: The Fringe
T'ai Fu
Tarzan
Tee Off Golf
Tekken 1, 2 & 3
Tempest X3
Tenchu 1 & 2
Test Drive Series
Tetris
The Curse Of M. Island
The Mummy
The Settlers 3
The Sims
Theme Hospital
Theme Park
Theme Park World
The World Is Not Enough
Thief: The Dark Project
This Is Football
Thrasher: Skate & Dest.
Thrill Kill
Tiberian Sun
Tiger Woods
Time Crisis
TOCA 1, 2 & WTC
Tokyo Extreme Racer
Tokyo Highway Battle
Tomb Raider 1,2,3,4 & 5
Tombi 1 & 2
Tommi Makinen Rally
Tomorrow Never Dies
Tonic Trouble
Tony Hawk's 1 & 2
Top Gear Rally
Total Annihilation
Total Drivin'
Toy Commander
Toy Story 2
Transport Tycoon
Treasures Of The Deep
Trespasser
Trickstyle
Tunnel B1
Turok 1 & 2
Turok: Rage Wars

U - 21
UEFA Champ. League
UEFA Striker
Ultimate Soccer Man. 98
Unreal Tournament
Urban Chaos

V - 22
Vagrant Story
Vampire Hunter D
Vampire:Masq. Red.
Vandal Hearts 1 & 2
Vigilante 8
Vigilante 8: 2nd Offense
Virtua Striker 2
Virus
VR Baseball 97
V-Rally 1 & 2
V-Rally 99 Edition

W - 23
Wacky Races
War Craft 2
War Games
War Gods
War Hammer Series
Warhawk
Wario Land 1 & 2
Warzone 2100
Wave Race
WCW Mayhem
WCW Nitro
WCW/nWo Revenge
WCW vs nWo Wrld. Tour
WCW vs The World
Who Wants to be a Million.
Wild 9
Wild Arms
Winback: Covert Ops.
Wing Over 2
Wip3out
Wipeout 64
World Cup 98
World League Soccer 98
Worms 1 & 2
Worms Armageddon
Wreckin' Crew
Wu Tang: Taste the Pain
WWF Attittude
WWF In Your House
WWF Warzone
WWF Wrest'mania 2000
WWF Wrestlemania

X - 24
X - Files
X men vs Street Fighter
X-Com Series
Xena Warrior Princess:

Y - 25
Yoshi's Story

Z - 26
Z
Zelda 1 & 2
Zelda: Links Awakening
Zombie Revenge

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